MISSION: Impossible — N64 Undercover

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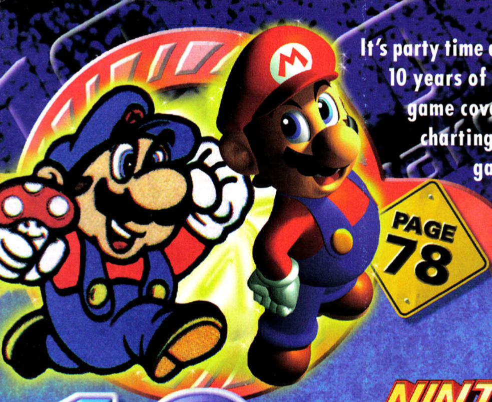

It's party time at Nintendo Power as we celebrate 10 years of bringing you the best Nintendo game coverage around. This month, we're charting the changes we've seen in the game industry over the last decade. Technology may come and go, but the things that make games great remain the same.

10th NINTENDO POWER® Anniversary Issue

PAGE 10

WWF™
WAR ZONE™
NAME
ATTRIBUTES
PERSONALITY
MOVES
COSTUME
RANDOM
CUSTOMIZE

As pro wrestling announcer Jim Ross might say, we're calling you out for "an old-fashioned barn burner" with Acclaim's WWF: War Zone. With eight pages of strategies, stats and tips, we'll show you how to crush the competition and become King of the Ring.

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BANJO-KAZOOIE™
part 2
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Part Two of our Banjo-Kazooie coverage plots the perils of Gobi's Valley, Freezeezy Peak and Bubble Gloop Swamp. And, no, a breegull doesn't taste anything at all like chicken!

PAGE 51
MISSION: IMPOSSIBLE

Good morning, Mr. Phelps. The issue you're looking at contains an in-depth review of Mission: Impossible. Your mission, should you decide to accept it, is to use our complete maps and detailed dossiers to retrieve the stolen NOC list and uncover the traitorous mole within the CIA. Good luck, Jim.

PLAYER'S PULSE

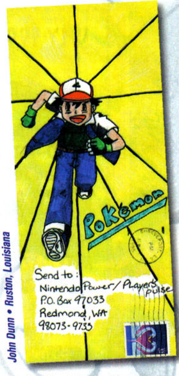
A lot can change in a decade, and this month we celebrate NP's tenth year in existence. Not even Seinfeld could last for ten years! Here's hoping we can deliver another nitpicking decade of Kramer, the Soup Nazi. . .yadda, yadda, yadda. Wait that's not us! Newman!!!

The Coolest Teacher in the Entire World!

I am a 27-year old teacher of a 4th grade class in Maine. Every Friday, I bring in a TV, my Super NES and Final Fantasy 3. My class and I started our adventure about two months ago, and we can hardly stop. I find that your games encourage reading skills as well as strategy development. I also let my class predict what will happen next. I can't wait until Zelda 64 comes out for next year's class.

Bill Saunters
Via the Internet

And to think, our teachers' idea of educational "fun" was subjecting students to minor head injuries via an evil, little game called dodgeball.



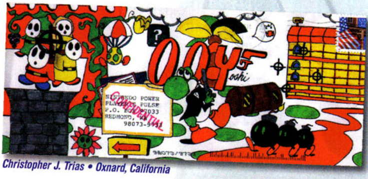
John Dunn • Ruston, Louisiana

Thankfully Yours

My husband, who is a kid inside, bought a Super NES, and when my son, who has a learning disability, picked up the controls, I objected, "I don't want a video game-head for a child." I knew playing would be difficult for him since he could barely read (he was 5) and had fine-motor skill development problems. But in minutes he was playing and even reading. Nintendo has helped him so much. We have an N64 now, and my son is 7. The games have advanced his motor skills and motivated him to develop his reading and problem-solving skills. I still hear parents say, "I'm not getting my kid Nintendo games–I don't want them sitting in front of the TV all day." I used to think that, too, but now I tell them how wrong they are. I truly mean it when I say, "Thanks, Nintendo." (I even named my dog Yoshi.)

Natalie Redding
Via the Internet

With July marking our 10th year in publication, your letter is perhaps the greatest thanks we could ever receive. We return your gratitude ten-fold, and send more thank-yous to anyone who's ever enjoyed our games and magazine. And let's not forget Yoshi–give that dog a melon for us.



Christopher J. Trias • Oxnard, California

Mayday and Oddjob

My friends and I have been on a mission to find Oddjob and Mayday in Mission Mode of GoldenEye 007. I have gone to sites on the Internet to find how to meet these two classic characters, but I have been given wrong and cheap info. For example, at one site, one person claimed he "accidentally" ran into Mayday in the Egyptian Temple, but he can't tell me how he did it. Is the existence of these characters (besides in Multiplayer Mode) a fraud?

Sean Flaherty
Raleigh, North Carolina

In this case, "accidentally" is another way of saying "I'm yanking your chain." Mayday and Oddjob do not appear in Mission Mode of GoldenEye.

The Violent Majority

This letter is in regards to your response to Rick Robbins, Matt Balsley and Mike Glenboski in Volume 108. As you said, violence, nudity, and language don't add to game play. I agree, but since when did a theme of a game become unimportant or something that would enhance game play? If a video game has an "overly-kiddy" theme, it's going to turn me off. Just because a Barbie game is a good game to play, doesn't mean I want to play it. Theme is important.

Bob Rodgers
Veneta, Oregon

People who think that a game's maturity level should be based on the amount of gore and skin in the game should stick to watching movies. I don't mind gore and skin in a game, but if that is all there is, what's the point? In GoldenEye 007, never do you see streams of blood flying out of fresh wounds as in Resident Evil, but the game is still fun.

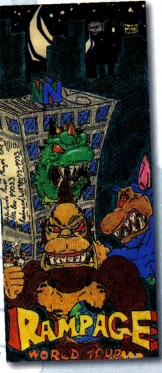
Michael Hathcock
Via the Internet

Extra blood and gore add to the realism of a game. Skin flashes are also fun to watch. Profanity adds realism, too. If you get shot, are you going to say "These darn blood stains! Oh poo, it's gonna take a long time to get them out. Fiddlesticks."? I don't think so.

Bob Sanches
Via the Internet

If Nintendo made a game with a girl like Lara Croft in it, I'm sure every guy would buy it.

Michael Witte
Via the Internet



Ryan Hall • Virginia Beach, Virginia

Background Art: Williams Casana • Miami, Florida

If you like staring at polygon women, then you need a girlfriend.
Sam Rossi
Via the Internet

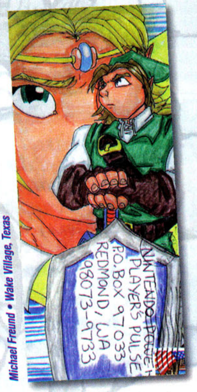
Adults want adult games. I am not implying that adults want gore or busty women in their games; many of us were content with Mario or Wave Race 64. Just start making games that don't make us feel childish.
Kyle Lancaster
Helena, Montana

Video games don't need violence to be fun. I think it's incredibly irresponsible to make games that feature excessive and bloody violence, especially when no consequence is shown for committing these actions.
Jeff Allred
Via the Internet

Have you ever wondered why games like Turok, GoldenEye, Resident Evil, Nightmare Creatures and Tomb Raider are such big smashes? All those games feature people shooting, chopping, or beating each other. Get with the program. Violence may not make or break a game, but it does sell a game.
Michael Taylor
Via the Internet

If you want to sell more, I suggest you make more games with people beating up other people or blasting the heck out of sick monsters and terrorists. Alas, people of this new age think that's cool, and sooner or later you might have to go with the flow.
T. Hylla
Via the Internet

So Zelda, Star Fox and Tetris aren't cool? If we went with the flow, we'd pander to the lowest common denominator, and all games would be the same. Besides, just because something sells millions doesn't mean it's great (Vanilla Ice and Milli Vanilli prove that). Yes, theme is important, and "cartoony" games should be balanced with "mature" games. But if a game like GoldenEye 007 can convey a mature theme without us having to add buckets of blood or take away Natalya's clothes, then why change it?

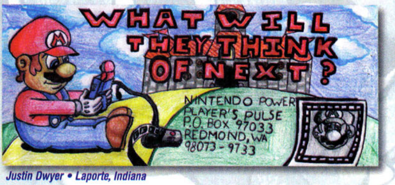


Michael Freund • Wake Village, Texas

That Tongue Must Make It Hard to Enunciate

I have listened to the Yoshis sing that song at the end of Yoshi's Story 72 times, and what I think I'm hearing them say is "The end of." Of course there are people like my brother (who thinks they say "We have her") who disagree.
Andrew Maragni
Via the Internet

Other people insist the Yoshis are singing "America" or "Be careful," "Nintendo", "Eee-ya-yo," tomato, tomahto; we can't be sure with those mumbly dinos. Help us get to the bottom of this sing-songy debate by sending us your guess.



Justin Dwyer • Laporte, Indiana

GoldenEye, GoldenEye, GoldenEye!

I was disappointed with this year's Nintendo Power Awards (Vol. 108). GoldenEye 007 was the equivalent of the movie Titanic–both won too many awards. Are the creators of GoldenEye 007 out there yelling "I'm the king of the world!"? I bet they are. It's a great game, but we can not have one game monopolizing the awards.
Eric Ihle
Staten Island, New York

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POWER CHARTS

Sure it's summertime and the sun is out, but wouldn't you rather spend all day in an air-conditioned house playing video games? Well, maybe not all day, but if you decide to venture outside to soak up some rays, be sure to grab your Game Boy Camera to take some photos. That's not too much to ask, is it?

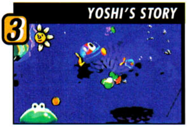
NINTENDO 64 TOP 10

1 GOLDENEYE 007

Leapin' lizards, James Bond! Could the Godzilla hype be leading the way for some reptilians into the Power Charts? Yoshi finally cracks the top three this month, while Lizzy and her rampaging friends stomp in at number ten.

2 DIDDY KONG RACING

3 YOSHI'S STORY



	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	GOLDENEYE 007	NINTENDO	1	19
2	DIDDY KONG RACING	RARE	5	8
3	YOSHI'S STORY	NINTENDO	4	3
4	1080° SNOWBOARDING	NINTENDO	2	2
5	STAR FOX 64	NINTENDO	7	14
6	SUPER MARIO 64	NINTENDO	6	22
7	WCW VS. NWO: WORLD TOUR	THQ	3	6
8	MARIO KART 64	NINTENDO	8	19
9	BOMBERMAN 64	NINTENDO	9	7
10	RAMPAGE WORLD TOUR	MIDWAY	—	1

SUPER NES TOP 10

1 THE LEGEND OF ZELDA
A LINK TO THE PAST

There's no movement in the top three spots, but the bottom three shake up with the return of two RPGs, Final Fantasy II and Harvest Moon. (See our review of the Game Boy version of HM on page 48).

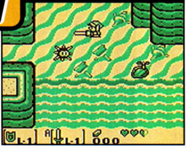
2 SUPER MARIO RPG

3 DONKEY KONG COUNTRY 3
DIXIE KONG'S DOUBLE TROUBLE

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	1	77
2	SUPER MARIO RPG	NINTENDO	2	27
3	DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE	NINTENDO	3	21
4	FINAL FANTASY III	SQUARE	5	43
5	DONKEY KONG COUNTRY	NINTENDO	4	45
6	DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	NINTENDO	6	39
7	CHRONO TRIGGER	SQUARE	7	36
8	HARVEST MOON	NATSUME	—	10
9	SUPER MARIO KART	NINTENDO	8	63
10	FINAL FANTASY II	SQUARE	—	68

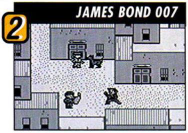
GAME BOY TOP 5

1 THE LEGEND OF ZELDA
LINK'S AWAKENING



While Link's Awakening and the other games seem to be snoozing in the charts, Pokémon makes a strong showing on the Most Wanted list. Leave it to Pikachu and company to wake things up.

2 JAMES BOND 007



3 DONKEY KONG LAND 3

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	63
2	JAMES BOND 007	NINTENDO	2	4
3	DONKEY KONG LAND 3	NINTENDO	3	8
4	SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	4	67
5	DONKEY KONG LAND 2	NINTENDO	5	23

MOST WANTED

1. THE LEGEND OF ZELDA: THE OCARINA OF TIME (N64)
2. NINTENDO 64 DISK DRIVE
3. GAME BOY CAMERA & PRINTER
4. GOLDENEYE 007 (N64)
5. SUPER MARIO 64 2 (N64)
6. POKÉMON (GAME BOY)
7. SUPER MARIO RPG 2 (N64)
8. TUROK 2 (N64)
9. BANJO-KAZOOIE (N64)
10. 1080° SNOWBOARDING

LETTERS, CONTINUED...

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Tan Nguyen • Meriden, Connecticut

Say You're Sorry

After playing video games for seven years, I have learned that to beat a game requires not only skill, but also concentration. But it seems that after playing a game and losing, you lose your concentration because every game insists on rubbing it in. A simple "Please try again" or "Sorry, but you lose" would be nice. But no! The game companies insist on telling you "Too bad!" We are not spending money to be tormented and taunted when we lose.

Thomas Gamage
Fredericksburg, Virginia

Well, that's just too bad! Just kidding. The developers take pride in the fact that their games are challenging, so they'll tease the gamers they've tripped up. But it's all in good fun, and at least it keeps you riled up so you'll be rarin' to wreak your vengeance the second time around.

Radio Meets the Video Star

People have said the N64's sound quality wasn't up to the standards of other systems. For a while they were right, but now the N64 is ruling the video-game music industry. Best of all are the TV-like theme songs of games such as Clay Fighter: Sculptor's Cut and Mystical Ninja Starring Goemon. Both have fantastic opening sequences and memorable songs. The music-video-type sequences in Goemon are what I always wished games had.

Jonathan Goldsbie
Via the Internet

To the people who thought Super Mario 64 won too many awards in '96: check out GoldenEye 007. Star Fox 64's Landmaster is better than GoldenEye 007's Russian tank because it can hover, roll, and fire lasers. And so what if you can blow up gas canisters? That's nothing compared to blowing up the entire Katina base. And Trevelyan is a wimp compared to Wizpig and Andross. Alec is just a PP7-toting human. Andross could crush an airplane with his hands.

Brant Moon
Via the Internet

It seemed obvious to me that GoldenEye 007 won so many of your categories because those who voted for it could not see beyond the hype. My personal pick for Best Sound is Tetrisphere, with its blasting techno and psychedelic sound effects. As for Most Innovative, I would have chosen Blast Corps, and Star Fox 64 should have taken first for Best Play Control.

Tom Kroo
Via the Internet

I think the NP Awards were picked correctly, and GoldenEye 007 deserved every award it received. It was surely the best game of '97 and maybe even the best game on the N64. In fact, I think it's so good that it should have won Best Super NES Game, Best Game Boy Game and Best Sports Game!

Dane Lagasse
Dawson Creek, BC

GoldenEye 007 is an awesome game, but it won awards that it didn't really deserve. I'll grant that it deserved some of the awards, but not most of them. People just voted for their favorite game, not the most deserving.

Brendan Sawdey
Via the Internet

Michelle O'Rourke • Ludlow, Massachusetts

WRITE AWAY RIGHT AWAY!

Very soon we'll be starting our special monthly coverage of Pokémon. Do you have a burning question about this hot sensation? Fire off your questions and comments about Pokémon to Player's Pulse!

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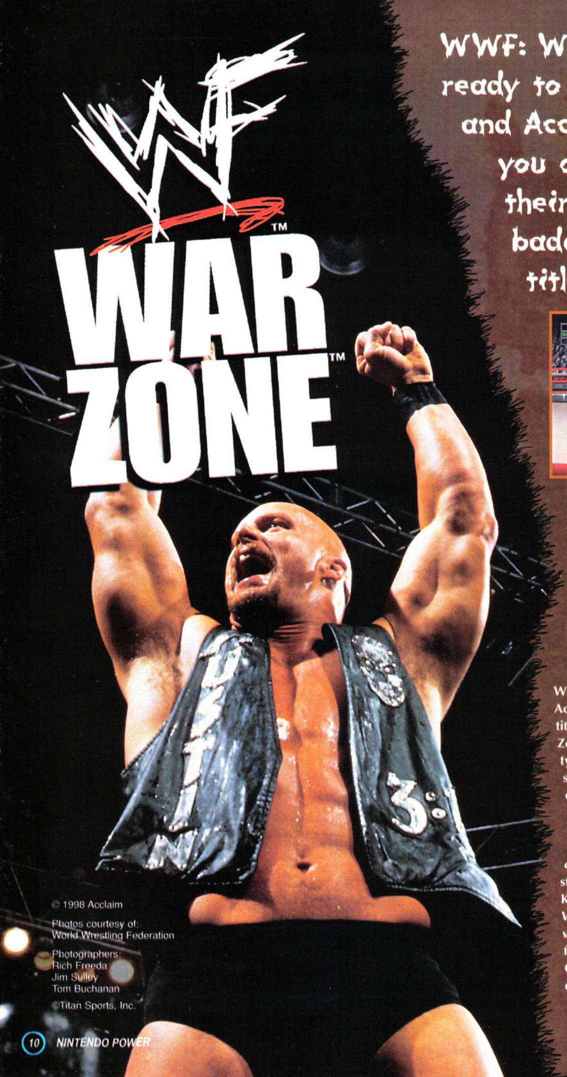
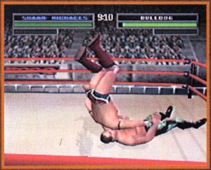
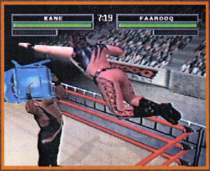
WWF™ WAR™ ZONE



WWF: War Zone is ready to hit the ring, and Acclaim is calling you out to challenge their biggest, baddest wrestling title yet!





WWF: War Zone is the latest in Acclaim's long line of WWF wrestling titles and their first for the N64. War Zone has something of a split personality, featuring a combat system that seems to be as much tournament fighter as wrestling sim. While there sometimes seems to be more emphasis on special moves than classic wrestling moves, we were thankful that the special moves were believable and never strayed into Street Fighter or Mortal Kombat territory. The game features 18 WWF stars (including two hidden wrestlers), eight game modes for up to four players, and a fantastically fun Custom Wrestler feature with hundreds of options to choose from.

© 1998 Acclaim

Photos courtesy of:
World Wrestling Federation

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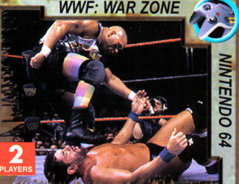
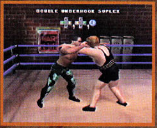
MODES OF PLAY

The rules of the ring are outlined below. In this War Zone, the combatants definitely have a "take-no-prisoners" attitude. Once you step into the "squared circle," your strength and skill will be the only things standing between you and ultimate defeat!



TRAINING

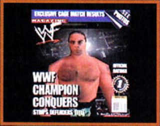
In this mode, you can practice any of your special moves or takedowns against a "dummy" opponent. You can even set up a training session with a specific situation or move that you must counter.



You can order your opponent to stand or lie down, so you can practice any of your special moves or holds.

CHALLENGE

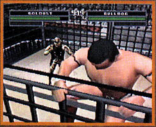
1 PLAYER In the Challenge mode, you'll have to claw your way up the WWF ranks. As you strive to become a championship contender, other wrestlers will fight their own bouts and affect the Federation rankings.



Past foes will often pop up at random and challenge you to Grudge matches. Once you're a contender, you'll have three shots at the championship.

CAGE

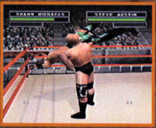
1-4 PLAYERS Up to four wrestlers will go into a Cage match, but only one will emerge victorious. The cage is suspended high above the arena floor, and if you climb out before the match is over, you may live to regret it!



You can turn the cage to your advantage by climbing up its sides and jumping on your opponent. If you climb outside of it, you might be knocked off.

ROYAL RUMBLE

1-4 PLAYERS Fans have learned to avoid the front rows during a Royal Rumble because there's a real danger of being hit by low-flying wrestlers! The idea here is simply to throw all of your opponents out of the ring. The last one left inside the squared circle wins!



You can bet that your opponents won't go quietly. Wear them down before you try to give them the old heave-ho.

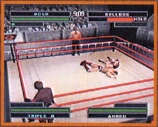
VERSUS

2 PLAYERS

The Versus mode features one- and two-player, single matches. When you challenge the computer, it will select an opponent at random for you from among the WWF ranks.

TAG TEAM

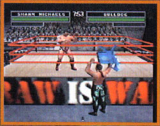
1-4 PLAYERS Nothing beats the sheer ferocity and non-stop intensity of a Tag Team match. If you're tired, tag your partner and let him humiliate your foes while you take a breather.



In a one-player game, you'll always control the team member that's in the ring. Stun your foe before you go for a tag.

WEAPONS

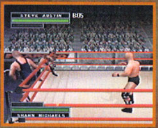
1-4 PLAYERS Weapons may be banned from the ring officially, but no one told the wrestlers about it. In a Weapons match, you'll have more than sticks and stones to break your opponent's bones!



Your arsenal will include sticks, bats, chairs and even TV sets! There will always be at least one weapon in the ring.

GAUNTLET

1 PLAYER If you're a glutton for punishment, the Gauntlet challenge is for you. In this mode, you'll face six opponents in a row, each selected at random by the computer.



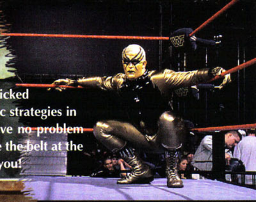
What's the catch in Gauntlet mode? Any damage you sustain in one match will be carried over to the next!

WAR

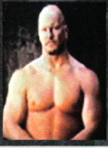
3-4 PLAYERS A War match is an all-out battle with your fists and wits as your only allies—no teams, no weapons and no holds barred. The last man standing (or conscious, at least) wins. One of the WWF slogans is, "Raw Is War!" and the opposite is certainly true, too!

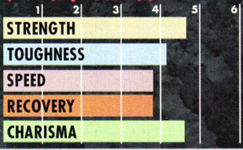
I'M CALLING YOU OUT!

The talent on this ticket is strictly top-notch, and we've charted each wrestler's stats and picked out some of their best moves for you. We've also outlined some common situations and basic strategies in the sidebars on the following pages. With this much info at your fingertips, you should have no problem recreating the WWF's hottest events and most infamous rivalries. Which team will take home the belt at the next Survivor Series? Who will claim the championship at *your* WrestleMania? It's all up to you!

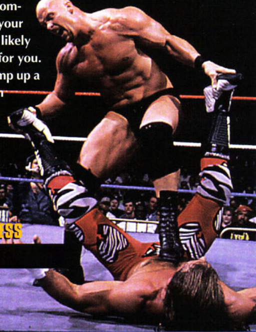


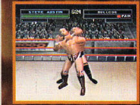
"STONE COLD" STEVE AUSTIN



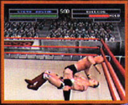


"Stone Cold" has Charisma and Strength to spare–an especially powerful combination. The higher your Charisma, the more likely the crowd will cheer for you. Lots of cheers will pump up a wrestler's Strength temporarily.





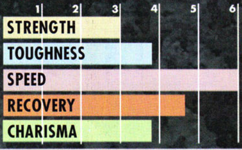
From Behind
COBRA
B Button



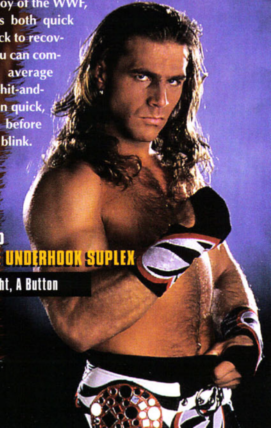
Running
THESZ PRESS
B Button

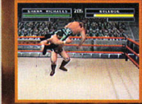
Enemy on Ground, Player at Feet **TEXAS CLOVERLEAF** Up, Down, A Button

SHAWN MICHAELS

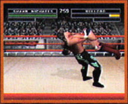


The reigning bad boy of the WWF, Shawn Michaels is both quick on his feet and quick to recover from attacks. You can compensate for his average Strength by using hit-and-run tactics: move in quick, strike and get out before your foe can even blink.



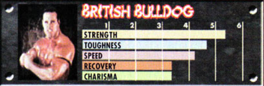


Both Standing
FLYING HEAD SCISSORS
Up, Up, A Button



Tied-Up
DOUBLE UNDERHOOK SUPLEX
Left, Right, A Button

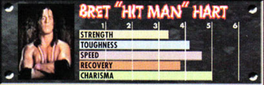
From Behind **ABDOMINAL STRETCH** A Button



With his superior Strength and Toughness (resistance to injury), the British Bulldog can go toe-to-toe with anyone in the WWF. Just get into your opponent's face and hammer away.

Both Standing
SMALL PACKAGE
Up, Up, Left C

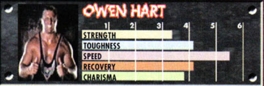
Both Standing
SNAP MARE
Left, Down, A Button



Despite his status in the game as a villainous Rule Breaker (crowds usually cheer Fan Favorites and boo Rule Breakers), the Hit Man is blessed with the highest Charisma. Hmmm...

Running
SPINNING NECK BREAKER
Left C+Bottom C

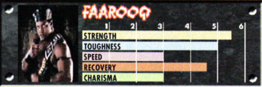
From Behind
RUSSIAN LEG SWEEP
A Button



Owen may be the youngest member of the Hart clan, but he's no pushover. He's second only to Shawn Michaels in Speed, and he has above average Toughness and Recovery ratings, too.

Enemy on Ground, Player at Feet
MAKE A WISH LEG SPLITTER
Left, Right, A Button

Both Standing
JAPANESE ARM DRAG
Down, Down, B Button



Faarooq is a Fan Favorite, and any cheers he gets will only boost his already formidable Strength. He's another wrestler who requires little finesse to put notches in his win column.

Both Standing
VERTICAL SUPLEX
Left, Up, Left C

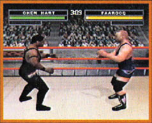
Enemy on Ground, Player at Head
BLATANT CHOKE
Up, Down, B Button

BLOW FOR BLOW

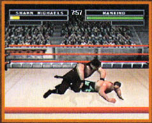
You can set the Training mode to duplicate almost any situation you may find yourself in during a match, with both wrestlers standing, both in a tie-up, one on the mat, one running and so on. If you combine the tips in the following sidebars with a few sessions in the training room, you can prepare yourself for most any combat situation or emergency.

BOTH STANDING

Most attacks and grapples are effective at a much longer range than you might expect. If you're not careful, you'll march right into your opponent's reach, and you can bet that he or she will take full advantage of your mistake.



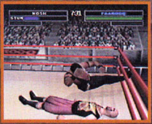
They may look like they're standing far apart, but this is an effective range for most special moves. Even punches and kicks can connect from several steps away.



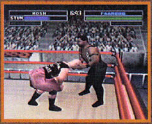
If you knock your opponent down but don't stun him, back off immediately. Computerized wrestlers will usually trip you or charge you as they get up off the mat.

ON THE MAT

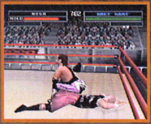
If you hit your enemy hard enough, he'll fall to the mat, stunned. You can then try an attack, a hold or a pin. The Stun meter will show how long he'll be dazed. Hitting your foe again will actually make the Stun meter run faster, but you'll usually have enough time for two weak attacks or one strong one. Keep in mind that you'll have many different attacks available, depending on whether you're near your opponent's head or feet.



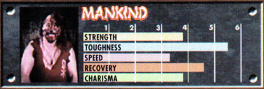
Wait until your opponent's health meter is red before you try to pin him. If you stun him in the meantime, just use the opportunity to soften him up a little more.



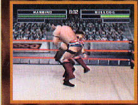
If your opponent is on the mat, you can pull him to his feet by standing near his head and pressing left C. You can then get him in a tie-up or attack him from behind.



You'll have different attack options depending on where you're standing. If you want to see what's available, you can access the Move List at any time in a match.

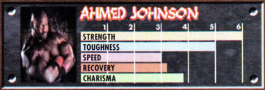


No matter what his opponents can dish out, Mankind can take it! This masked marauder has the highest Toughness rating of all the regular wrestlers as well as above average Recovery abilities.

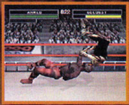


Tied-Up
INVERTED ATOMIC DROP
Left, B Button

From Behind
NERVE HOLD
A Button

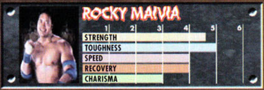


The strategy with Ahmed Johnson is to strike hard and weaken his foe early. He's the strongest wrestler on the virtual circuit, but with poor Recovery, he can't bounce back quickly from attacks.

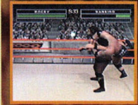


Tied-Up
SAMOAN DROP
Left, Left C

Attack Against Running
BACK BODY DROP
Left C

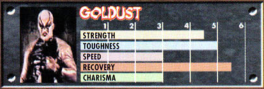


The Rock is one of the better balanced wrestlers, and he'll need to be rock solid if he wants to fend off rivals like Faarooq, who he deposed as the leader of the Nation of Domination.

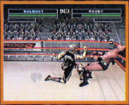


Both Standing
MAIVIA HURRICANE
Left, Right, Up, B Button

Running
CRUCIFIX
Left C



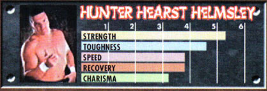
Bizarre he may be, but Goldust also has the highest Recovery rating of any wrestler in the Federation. He's one of the best tag team picks, and he should be the one to step into the ring first.



Running
UPPERCUT FROM KNEES
Left C

Both Standing
KNEEBREAKER
Up, Down, A Button

HUNTER HEARST HELMSLEY



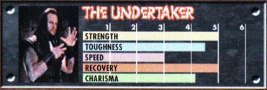
Also known as Triple H, this Rule Breaker is now the leader of the DX Army, the most powerful faction in the WWF. You can bet that his long-time rival, Mankind, wants a piece of him!

TRIPLE H
922
STEVE AUSTIN

Tied-Up
SHOULDER BREAKER
Left C

Both Standing
SLEEPER
Left, Left, Left C

THE UNDERTAKER



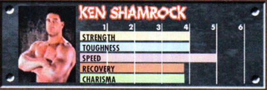
The Undertaker is one of the most formidable wrestlers in the game. With Speed being his only weakness, he's one of the top tag team picks; that is, if his partners can stand him!

UNDERTAKER
917
BULLDOG

Both Standing
THROAT TOSS
Down, Up, Left C

Enemy on Ground
Player at Feet
SURFBOARD
Left, Left, A Button

KEN SHAMROCK



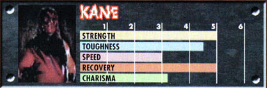
The self-proclaimed "World's Most Dangerous Man" would probably make a good tag team partner for the Undertaker. His Speed would come in handy after your foes have been pummeled a bit.

SHAMROCK
922
SHAWN MICHAELS
HOLD

Both Standing
REVERSE PAINKILLER
Left, Down, B Button

Enemy on Ground
STANDING MOONSAULT
Bottom C

KANE



There's no love lost between Kane and his equally-sinister sibling, The Undertaker. They're so evenly matched, could one ever prevail over the other? Perhaps if they joined forces instead...?

KANE
924
BULLDOG

Tied-Up
SIDEWALK SLAM
Left C

Both Standing
DDT
Left, Down, A Button

TIED-UP

To Tie-up (grapple with) your opponent, stand within a few steps and press left C. From here, you can perform many special moves. Standing moves tend to be throws, but a lot of Tie-up moves are holds.

NOSH
0:16
BRET HART

You'll sometimes have to struggle with your foe to take control of a Tie-up. Tap any action button repeatedly to exert yourself against your opponent.

NOSH
4:10
BRET HART

From a Tie-up, you can also fling your opponent into a corner or against the ropes. If he bounces back, be ready with a Clothesline or another special move.

IN THE CORNER

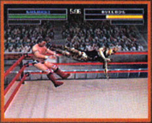
Back your foe into a corner by raining blows on him or fling him there after a Tie-up. Once he's leaning dazed against the turnbuckle, try a special move.

GOLDUST
BULLDOG
STUN

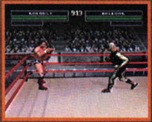
Instead of just hitting your opponent, take advantage of the situation and whip out a special then move by pressing Up, Up and then B, A or left C.

RUNNING

Most wrestlers have three running attacks and three running attack counters. Try to use these special moves when you're still about three steps away from your opponent.



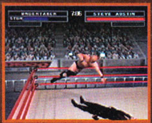
Running attacks differ from wrestler to wrestler, but it's usually just a matter of pressing A, B or left C. You can also try A + left C or B + left C and see what happens.



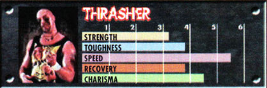
If your foe is running at you, press A, B or left C to beat him to the punch. You can also use running attack counters on someone that you've just bounced off the ropes.

ON THE TURNBUCKLE

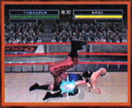
As with running attacks, you can either launch an assault from the top of the turnbuckle or attack an opponent who is standing on top of the turnbuckle.



For most turnbuckle attacks and counters, press A, B, or left C. If your foe is on the turnbuckle, also try pressing Up, Down, Left or Right, then A or B.

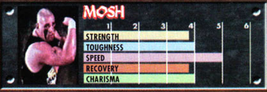


Thrasher and Mosh wrestle together as the Headbangers, but they may be too similar to make great tag team partners. Their low Strength ratings may hurt them in higher-level bouts.

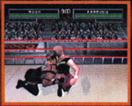


Both Standing
HURRICANRANA
Left, Right, Up, A Button

Enemy on Ground
Player at Feet
REVERSE INDIAN DEATHLOCK
Left, Down, A Button



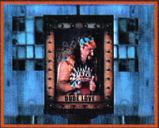
If you do keep the Headbangers together, swap them often to keep them fresh. Use their Charisma and status as Fan Favorites to boost their Strength in the latter part of a bout.



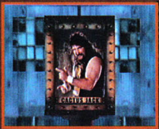
Both Standing
KNEE TO FACE
Left, A Button

Tied-Up
POWER BOMB
Left, Down, Left C

HIDDEN WRESTLERS

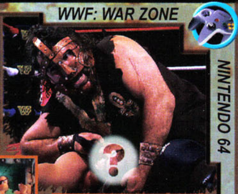


There are also two hidden wrestlers in the game, Dude Love and Cactus Jack. While we might question their taste in clothes, we won't deny that both of these Rule Breakers are a match for Mankind in the Toughness category, and both have above-average Recovery ratings, as well.



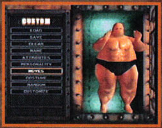
CUSTOM WRESTLERS

Our favorite feature is the ability to create your own wrestler. Once complete, your alter-ego can jump into action in any mode. Now what about a name...the Ultimate Wrestler? Or maybe Thunderlips? No, that one's been used...

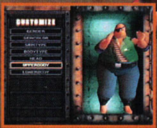


LOOKS

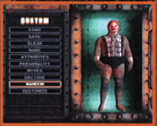
The first step in creating a character is deciding how he or she will look. Once you decide on a male or a female character, you'll have hundreds of options to choose from for skin color, hair color, facial features, clothes, footwear, accessories and even tattoos.


CUSTOM
LOAD
SAVE
CLEAR
NAME
ATTRIBUTES
PERSONALITY
MOVES
COSTUME
RANDOM
CUSTOMIZE

After you decide on a male or a female wrestler, you'll choose from five body types, from skinny to superheavyweight. In the ring, pounds prevail!


CUSTOMIZE
GENDER
SKINCOLOR
SKINTYPE
BODYTYPE
HEAD
UPPERBODY
LOWERBODY

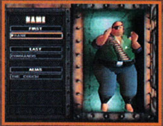
Next comes the costume. There are options for shirts, pants, boots, jackets, belts and other accessories. The possibilities are endless.


CUSTOM
LOAD
SAVE
CLEAR
NAME
ATTRIBUTES
PERSONALITY
MOVES
COSTUME
RANDOM
CUSTOMIZE

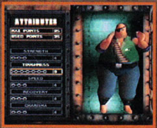
If you just can't make up your mind, let the computer generate a character for you at random. Whoa...maybe he *should* let his momma dress him!

PERSONALITY AND SKILLS

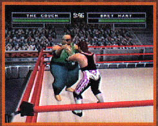
Looks aren't everything, so the next task will be to set your wrestler's attributes. You'll be given 25 points to distribute among the skill categories. As you win matches, you'll also win extra skill points that you can distribute as you see fit.


NAME
FIRST
FRANK
LAST
COMMANDO
ALIAS
THE COUCH

You can give your character a full name as well as an alias that he'll use in the ring. The Couch Commando? Yeah, that has a certain ring to it...


ATTRIBUTES
MAX POINTS 25
USED POINTS 25
STRENGTH 4
TOUGHNESS 9
SPEED 4
RECOVERY 4
CHARISMA 4

When setting your attributes, remember that careers are not built on Strength alone. It's best to start off well-balanced, then boost a given area.

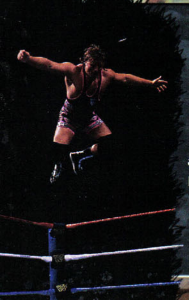

THE COUCH
2:46
BRET HART

Give your wrestler a few test runs before you embark on a career. If things aren't working out, return to the Custom screens for fine tuning.

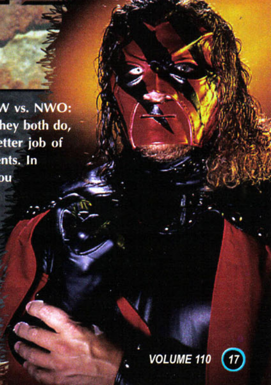
LOAD AND SAVE

Save your wrestler to a Controller Pak or he or she will disappear when you turn off your game. To use a saved character, choose the Load option. Your wrestler will gain skill points over time, so check the Custom menu often and save after every win.

THE REAL DEAL

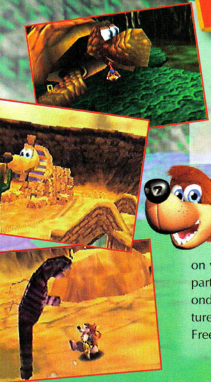


You may be wondering which game, WWF: War Zone or WCW vs. NWO: World Tour, delivers a true pro wrestling experience. In fact, they both do, but in different ways. With its many modes, WWF does a better job of recreating the structure and atmosphere of pro wrestling events. In the ring, however, WWF plays more like a tourney fighter. You have a set health meter, and once you're in the red zone, there's little you can do to turn things around. In WCW, there's more give-and-take during a match. Just as in actual pro wrestling, you can make a surprise comeback by pumping up your spirit and making one big, last-ditch effort, even if your overall stamina is low. If you're going to choose between these two games, it will be a question of which style of play you prefer.



© 1998 Nintendo/Rare. Game by Rare

BANJO-KAZOOIE™



SWAMP, DESERT AND SNOW CAN GRIZZLE ANYONE, BUT PART TWO OF OUR TACTICS WILL MAKE YOU SMARTER THAN THE AVERAGE BEAR.

THE BEAR NECESSITIES

If Banjo-Kazooie has you puzzled, then pack up that smart-beaked bird, put on your yellow hiking shorts, and hit the trails with us as we walk you through part two of our BK strategies. Starting from where we left off last month, our second Jiggy hunt will help you pick up the pieces you'll need to get the full picture of what lurks in the game's next three worlds: Bubble Gloop Swamp, Freezeezy Peak, and Gobi's Valley.

BUBBLE GLOOP SWAMP

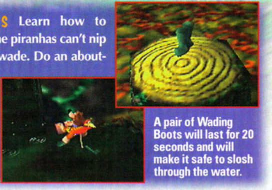
Before you can enter the swamp, you must complete the picture of it with your Jiggys. Flap-Flip into the tunnel above the lair's water pipe, then hit the switches to open the underwater passage that leads to the painting.

0	Golden Banjos	1	Jiggy Piece
1	Mumbo Token	1	Jinjo
8	Notes	0	Honeycomb Pieces
3	Red Feathers	1	Beehive
1	Gold Feather	8	Eggs

IN HIP DEEP

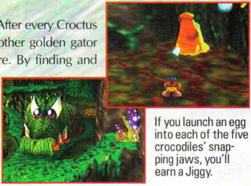
Piranhas infest the murky waters of Bubble Gloop Swamp. To avoid becoming fishbait, Banjo and Kazooie will once again need the help of Bottles. When the pair finds him, he'll teach them how to wear the protective Wading Boots.

Wading Boots Learn how to use the boots so the piranhas can't nip at you when you wade. Do an about-face when you first appear in the area, then head for Bottles in the back corner.



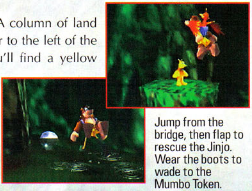
A pair of Wading Boots will last for 20 seconds and will make it safe to slosh through the water.

Croctus After every Croctus you feed, another golden gator will appear elsewhere. By finding and feeding eggs to all five hungry crocodiles, you'll win a puzzle piece.



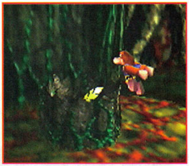
If you launch an egg into each of the five crocodiles' snapping jaws, you'll earn a Jiggy.

Yellow Jinjo A column of land juts out of the water to the left of the bridge. On top you'll find a yellow Jinjo, and near the base you'll find a partially submerged Mumbo Token.



Jump from the bridge, then flap to rescue the Jinjo. Wear the boots to wade to the Mumbo Token.

Stumped You'll find all sorts of goodies tucked in rotting tree stumps. Cross the bridge, then head right to search the stump. A frog will spring into action, but once you've defeated it, you can snag the Gold Feather inside the trunk.

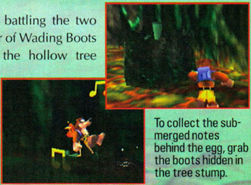


1	Golden Banjo	1	Jiggy Piece
1	Mumbo Token	0	Jinjos
8	Notes	0	Honeycomb Pieces
0	Red Feathers	0	Beehives
0	Gold Feathers	2	Eggs

THE BIG EGG

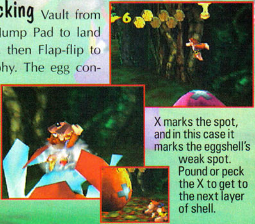
A gigantic egg containing a puzzle piece is nestled in one of the far reaches of the swamp. To find it, cross the first bridge, then leap off the log to land on the island with the Puzzle Switch. Head left to end your egg hunt.

Wading in After battling the two frogs, put on the pair of Wading Boots hidden in one of the hollow tree stumps, then wade behind the giant egg to pick up the musical notes.



To collect the submerged notes behind the egg, grab the boots hidden in the tree stump.

Egg-cracking Vault from the Shock Jump Pad to land on top of the egg, then Flap-flip to snag the 1-up trophy. The egg contains a gold Jiggy instead of a yellow yolk, but you'll have to break through five layers of shell to get to it.



X marks the spot, and in this case it marks the eggshell's weak spot. Pound or peck the X to get to the next layer of shell.

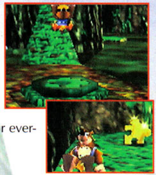
HIGH ROADS

0	Golden Banjos	1	Jiggy Piece
1	Mumbo Token	1	Jinjo
20	Notes	0	Honeycomb Pieces
3	Red Feathers	1	Beehive
1	Gold Feather	9	Eggs

The first bridge leads to a log. Leap off it to reach the island with the Puzzle Switch on it. Connected to the island is a winding, tree-branch bridge that Kazooie can scale to uncover a Jiggy, a Jinjo and a few notes.

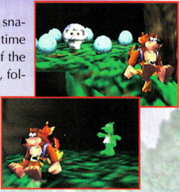
Puzzle Switch

When you pound the switch, you'll have 45 seconds to reach the Jiggy that will appear at the opposite end of the bridge. To reach it in time, use Kazooie's legs and manually adjust the camera to keep sight of your ever-twisting pathway.



Return Trip

Once you've snagged the Jiggy, you can take your time retracing your steps to the foot of the bridge. On your way back down, follow the branching paths to pick up the Jinjo, a Mumbo Token and some eggs.



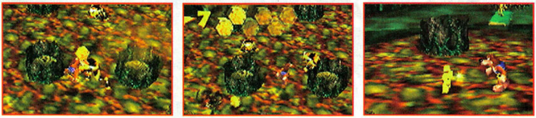
FLIBBITS

0	Golden Banjos	1	Jiggy Piece
0	Mumbo Tokens	0	Jinjos
0	Notes	0	Honeycomb Pieces
0	Red Feathers	0	Beehives
0	Gold Feathers	0	Eggs

Floating near the Puzzle Switch is a lily pad that you can use as a stepping-stone. When you leap off it to reach the island of tree stumps, you'll land in the stomping grounds of a territorial troop of frogs known as the Flibbits.

Frog Fight

Fire your eggs to defeat the army of Flibbits. You'll never have to battle more than two at a time, and once all six croak, you'll win a Jiggy.



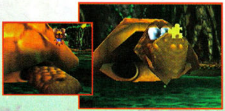
TANKTUP

0	Golden Banjos	1	Jiggy Piece
1	Mumbo Token	1	Jinjo
13	Notes	1	Honeycomb Piece
6	Red Feathers	1	Beehive
0	Gold Feathers	8	Eggs

Just beyond the Flibbits' isle lounges Tanktup, a gold turtle with cold feet. If he warms up to you, he'll present you with a Jiggy. He'll also welcome you into his shell, where you'll find, among other things, six notes.

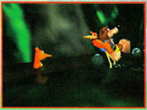
Cold Feet

Beak Bust each of Tanktup's cold feet so he can retract them into his warm shell. For your help, you'll earn a Jiggy.



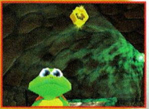
Orange Jinjo

Unpack Kazooie so you can scale the turtle shell. On top you'll find a pair of Wading Boots that will help you safely reach the Jinjo who stands behind Tanktup.



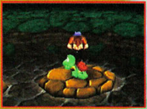
Inside Tanktup

Nab the Honeycomb Piece above TipTup, Banjo's old Diddy Kong Racing pal, by Flap Flipping off the podium.



Happy Together

The turtles will sing a three-, five-, and seven-note song. Pound the choir members in their singing order to score a Jiggy.



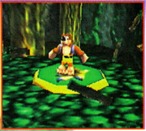
TREETOPS

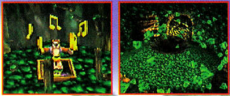
1	Golden Banjo	1	Jiggy Piece
3	Mumbo Tokens	1	Jinjo
17	Notes	0	Honeycomb Pieces
7	Red Feathers	0	Beehives
2	Gold Feathers	7	Eggs

The Flibbits' island lies in the middle of Bubble Gloop Swamp. Adjacent to three of the isle's four sides are Tanktup, the giant gator, and the Puzzle Switch area. If you head down the fourth side, you'll enter the forest of treetop huts.

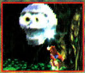
Up to the Huts

Leap off the Shock Jump Pad to land on the front porch of the hut above you. Jump onto the roof, then Beak Bust it to reach the pad housed inside. Repeat the process to reach Croctus and the final hut's Jiggy.



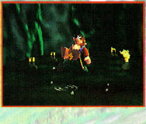


Hit the third hut's switch to blow up the witch statue's hat in the lair. To get the Jiggy inside, you'll need to enter the 260-Note Door.

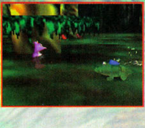


Flap to Croctus to swoop up the floating Mumbo Token.

Back Woods The trees have foliage that grows inches above the water. One tree's low growth supports the boots. Wear them to nab the items in the back of the woods.



Pink Jinjo When Mumbo turns Banjo into a crocodile, return to the tree area to rescue a Jinjo. Only as a croc can Banjo fit under the tree's low hanging foliage.

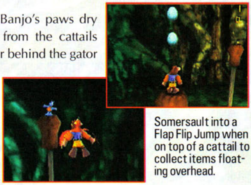


0	Golden Banjos	1	Jiggy Piece
1	Mumbo Token	1	Jinjo
22	Notes	0	Honeycomb Pieces
4	Red Feathers	0	Beehives
5	Gold Feathers	11	Eggs

THE GATOR

You'll find the giant crocodile head on the side of the swamp opposite Tanktup, neighboring the Flibbits' turf. Inside lives hungry Mr. Vile, but Banjo won't be able to visit until he gets a magical makeover from Mumbo.

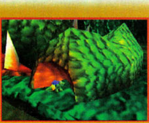
Cattails Keep Banjo's paws dry by leaping to and from the cattails growing in the water behind the gator head. Make a flying leap to one of the reeds, climb to the top, then flap to the next cattail.

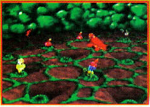


Somersault into a Flap Flip Jump when on top of a cattail to collect items floating overhead.

Inside the Gator

If you visit Mumbo in his fort overlooking the gator head, he will transform Banjo into a crocodile. In reptilian form, Banjo will be small enough to fit into the nose of the gator head. Inside, play the "Whack-a-Mole"-style game to win a Jiggy.



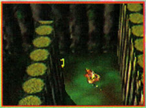


0	Golden Banjos	1	Jiggy Piece
2	Mumbo Tokens	0	Jinjos
12	Notes	1	Honeycomb Piece
4	Red Feathers	1	Beehive
0	Gold Feathers	5	Eggs

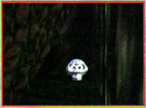
THE MAZE

To find the fort maze, follow the uphill path by the gator head. Exterminate the dragonfly that guards the entrance by using the Rat-a-tat Rap, slip on the Wading Boots to enter, and be sure to have at least ten Mumbo Tokens handy.

Boot Scoot Wear the boots in the maze, and put on a fresh pair whenever you reach dry land. Remove the old pair by pressing the B and Z Buttons simultaneously.

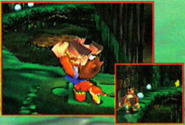


In the Shadows At the maze's end sits Mumbo's hut. You'll find one token hidden behind it and another inside the hut if you snoop behind the shaman's chair.

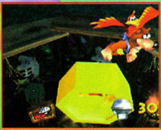


Puzzle Switch

Adjust the camera so you can see the narrow path over Banjo's shoulder, then hit the switch. With Kazooie's surefootedness, stride across to nab the Jiggy.



Upper Deck In the hut, leap onto the signpost beside Mumbo, then perform the Flap Flip Jump to land on the hut's upper deck. Glide toward the center of the hut to claim the Honeycomb Piece.



FREEZEEZY PEAK

Wade into the hollow log behind the swamp's entrance to find the Freezeezy Peak puzzle. When you've completed the picture, open the 260-Note Door. By hopping into the urn beyond it, you'll warp to the Jiggy inside the witch statue.

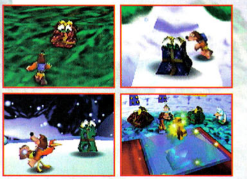
0	Golden Banjos	2	Jiggy Pieces
1	Mumbo Token	0	Jinjos
9	Notes	0	Honeycomb Pieces
8	Red Feathers	0	Beehives
1	Gold Feather	5	Eggs

THE IGLOO

Honeybears hibernate in the winter, so Banjo's paws aren't used to walking on snow. Rely on Kazooie's feet to provide the traction that Banjo's can't. Her feet will come in especially handy taking on the peak's steep slopes.

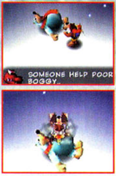
Presents

The three bear cubs' dad left their igloo home to fetch them each a present. Father Boggy hasn't returned yet, so Banjo will play Santa and deliver the gifts to the kids. Search the islands, snowman's nose, and Christmas tree's interior to find the presents.



Boggy

Boggy has eaten a Jiggy and gotten indigestion, but you won't be able to help him until you find the sled on the snowman. When you ride it, you'll crash-land on Boggy, "Heimliching" the piece out of him.



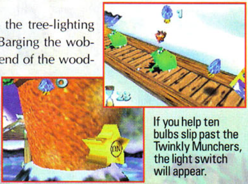
0	Golden Banjos	1	Jiggy Piece
1	Mumbo Token	0	Jinjos
17	Notes	0	Honeycomb Pieces
17	Red Feathers	0	Beehives
1	Gold Feather	20	Eggs

THE TREE

At the foot of the slope, trek left to find the tree. While dashing through the snow, steer clear of incoming snowballs launched by the cold, ruthless snowmen. And don't take a dip in the water, because it's not fine–it's freezing.

Twinklies

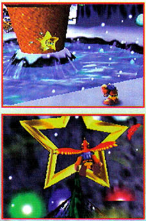
Begin the tree-lighting ceremony by Beak Barging the wobbling present at the end of the wooden walkway. As the Twinklies parade toward the tree, peck or pound any Twinkly Munchers.



If you help ten bulbs slip past the Twinkly Munchers, the light switch will appear.

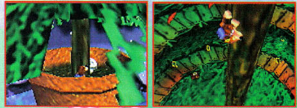
Upon a Star

Fire three eggs into the switch, then head to the present pile on the left. Blast off from the Flight Pad on top of the present wrapped in tree-patterned paper, then fly three times through the tree's star to expose a Jiggy.



Inside the Tree

Climb inside the Christmas tree to discover how lovely are its branches. Ornamenting them are a dozen notes, some eggs, a few feathers, a present and one Jiggy.

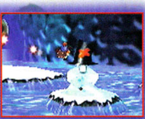


0	Golden Banjos	1	Jiggy Piece
3	Mumbo Tokens	1	Jinjo
8	Notes	1	Honeycomb Piece
10	Red Feathers	1	Beehive
2	Gold Feathers	0	Eggs

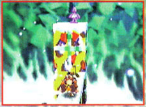
PRESENT PILE

You won't be able to open any of the presents piled just beyond the Christmas tree, but Bottles will give you the gift of a new move. By learning his Beak Bomb, Kazooie will be able to perform a rocketing aerial attack.

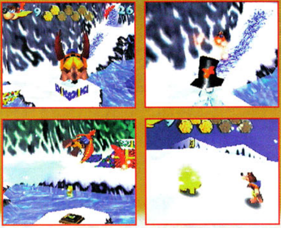
Beak Bomb **Holed up behind the pile of presents is Bottles, who will teach Kazooie her new move. With the "Beak Bomb," she'll be able to rocket herself like a missile to hit targets and switches.**



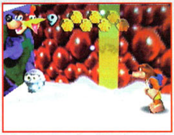
Pink Jinjo Hop onto the presents, then walk along the red gift to collect the musical notes. When you reach the yellow present, rescue the Jinjo on top of it by performing a Flap Flip Jump.



Snowman Smashing Kazooie should Beak Bomb just about everything that looks like a target, so launch the fine-feathered torpedo into any X-shaped markings or red-and-blue bull's-eyes. The five snowball-pitching snowmen wear a top hats bearing red X's. By Beak-Bombing their scarlet letters, you'll defeat the snowmen. If you smash all five of them into slush, you'll uncover a Jiggy and a Witch Switch.



Boxed in Mumbo will transform Banjo in this world, so snag the token in the corner by the ramp lined with Red Feathers.

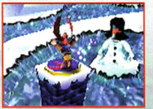


0	Golden Banjos	0	Jiggy Pieces
1	Mumbo Token	1	Jinjo
15	Notes	0	Honeycomb Pieces
10	Red Feathers	0	Beehives
1	Gold Feather	0	Eggs

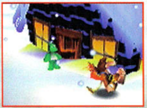
THE VILLAGE

Three snowbound cottages peek above the surface of the shore directly opposite the present pile. Pay a visit to this village just beyond the giant snowman's left side, because a Jinjo and some notes will be in the neighborhood.

Flight Pad One house has Red Feathers topping its roof. Once you've plucked them, you can become airborne by launching from the Flight Pad on top of the chimney.



Green Jinjo Listen for the telltale whistles and yelps of a Jinjo waiting to be rescued. You'll hear the green one calling you from the house with Red Feathers.

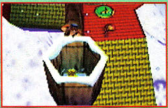


0	Golden Banjos	2	Jiggy Pieces
4	Mumbo Tokens	1	Jinjo
37	Notes	0	Honeycomb Pieces
19	Red Feathers	2	Beehives
4	Gold Feathers	21	Eggs

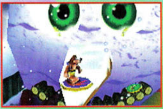
THE SNOWMAN

Chilling in the middle of Freezeezy Peak is a giant snowman. Besides being outfitted in the usual snowman attire, he's also been decorated with notes, Jiggys and other items. To find them, take flight or scale his scarf.

In the Pipe Leap from the Shock Spring Pad beneath the snowman's nose to land on his log-toothed grin. One log is his pipe, and a Jiggy glows inside it.

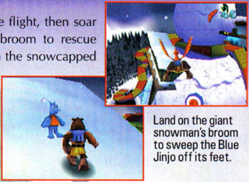


On the Nose Spring from the pad on the snowman's smile to reach his nose. On his carrot-beak, you'll find a present plus a Flight Pad that will help you reach his hat and broom.



Blue Jinjo

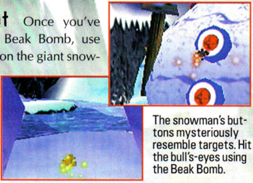
Take flight, then soar to the snowman's broom to rescue the Jinjo trapped on the snowcapped bristles. After grabbing the Jinjo and Gold Feathers, leap to the scarf from the broom's highest point.



Land on the giant snowman's broom to sweep the Blue Jinjo off its feet.

On Target

Once you've learned the Beak Bomb, use the kamikaze move on the giant snowman's buttons. By barreling into all three, you'll cause a Jiggy to appear between the snowman's legs.



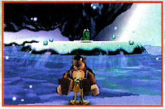
The snowman's buttons mysteriously resemble targets. Hit the bull's-eyes using the Beak Bomb.

Sled

Parked under the snowman's nose is a sled. When you hop on, you'll automatically sled down the scarf and become airborne. Luckily for you, Boggy's belly will break your fall.

Island Present

Perhaps the most elusive present you must retrieve for the bear cubs is the green gift. To find it, leap to the island behind the giant snowman's right leg.



1	Golden Banjo	0	Jiggy Pieces
0	Mumbo Tokens	1	Jinjo
6	Notes	0	Honeycomb Pieces
0	Red Feathers	0	Beehives
0	Gold Feathers	0	Eggs

I AM THE WALRUS

Not all of Freezeezy Peak is suited for Banjo or Kazooie, and the land's inhabitants aren't accustomed to strangers. The pair had better mix in with the wintry environment. For 15 Mumbo Tokens, Mumbo will help them do it.

Ice Flight

Rather than leaping across the chilly water and risking hypothermia, take off from a Flight Pad to fly to Mumbo's hut in the corner behind the three houses.

On the Rooftop

End your flight by landing on top of Mumbo's hut to snag the 1-up.

Yellow Jinjo

Inside the hut, jump onto the rafters to free the yellow Jinjo from captivity.

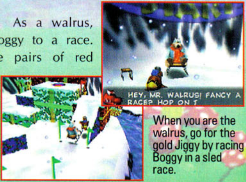
1	Golden Banjo	2	Jiggy Pieces
1	Mumbo Token	0	Jinjos
4	Notes	0	Honeycomb Pieces
0	Red Feathers	1	Beehive
2	Gold Feathers	0	Eggs

SLED RACE

After your sled has careened into Boggy, the bear will be in the mood for a sled race. He'll be waiting for a challenger on top of the slope adjacent to the path leading to the igloo. Visit him first as a Mumbo-morphed walrus.

By Sled

As a walrus, challenge Boggy to a race. Glide through the pairs of red flags so they turn green, and press the A Button to make your sled jump onto rooftops and around tight corners.



HEY, MR. WALRUS! FANCY A RACE? HOP ON

When you are the walrus, go for the gold Jiggy by racing Boggy in a sled race.

By Foot

As Banjo, rematch Boggy for a second Jiggy. You'll race on foot, so wear the Running Shoes, which you'll learn to use in Gobi's Valley.

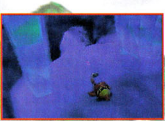
1	Golden Banjo	1	Jiggy Piece
0	Mumbo Tokens	1	Jinjo
4	Notes	1	Honeycomb Piece
10	Red Feathers	0	Beehives
4	Gold Feathers	4	Eggs

WOZZA'S CAVE

If you walk up the hill behind the present pile, you'll come upon Wozza the walrus and his cave. Wozza isn't fond of bears, but if, through Mumbo's magic, Banjo returns as a walrus, all cold feelings will thaw.

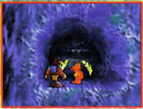
Knock, Knock

If Banjo approaches the cave as a walrus, Wozza will welcome him with open flippers and a Jiggy to boot. From then on, you can revisit as a bear.



Orange Jinjo

A noisy Jinjo terrorizes Wozza from atop a ledge inside the cave. Banjo the walrus can't reach the Jinjo, but Banjo the bear can, so you'll have to pay a second visit.



GOBI'S VALLEY

The puzzle of Gobi's Valley hangs behind the 350-Note Door in the giant Gruntilda head. Once you've filled in the missing pieces, return to the urn room, demolish the walled-off doorways to get the boots, then wade to the desert's entrance.

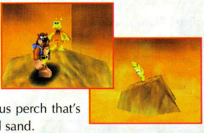
0	Golden Banjos	1	Jiggy Piece
0	Mumbo Tokens	1	Jinjo
5	Notes	0	Honeycomb Pieces
4	Red Feathers	1	Beehive
1	Gold Feather	5	Eggs

THE OASIS

A pool of water, a rarity for the desert, welcomes you when you enter Gobi's Valley. You'll also encounter beekeeper houses that will now be guarded by swarming bees. Use caution when gathering their honey, or you might get stung.

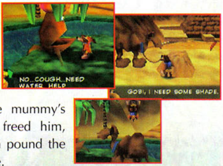
Yellow Jinjo

As soon as you appear in Gobi's Valley, turn around to see the stranded Yellow Jinjo. Jump to rescue it from its precarious perch that's surrounded by eel-infested sand.



Trunker

The tree will bark about its thirst. Quench it by freeing Gobi, the camel who's stuck near the mummy's tomb. When you've freed him, return to Trunker, then pound the camel to water the tree.



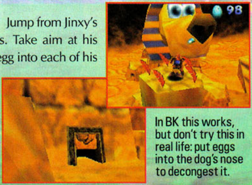
1	Golden Banjo	2	Jiggy Pieces
3	Mumbo Tokens	1	Jinjo
21	Notes	1	Honeycomb Piece
18	Red Feathers	0	Beehives
2	Gold Feathers	14	Eggs

JINXY

As you leave the oasis and journey up the sandy slope, you'll spy Jinxy the canine sphinx. A mummified hand will reach out of the earth to hold you back, but you'll get the upper hand if you peck or pound the slapper.

Stuffed Nose

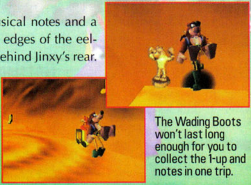
Jump from Jinxy's nose onto the cactus. Take aim at his nose, then shoot an egg into each of his nostrils to open his nasal, as well as main entry, passage.



In BK this works, but don't try this in real life: put eggs into the dog's nose to decongest it.

Rebooting

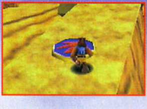
Musical notes and a 1-up trophy dot the edges of the eel-infested sand pool behind Jinxy's rear. Wear the Wading Boots to collect the items, but make two trips.

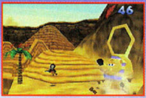


The Wading Boots won't last long enough for you to collect the 1-up and notes in one trip.

Loop Swoops

Get on Jinxy's back to blast off his dorsal Flight Pad. Fly to the dog statue sitting on Jinxy's left, then soar through the ring on the sculpture's head.

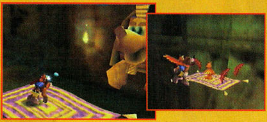




You'll have to go through some hoops for this particular Jiggy. Fly through the rings above the five ancients' heads to win it.

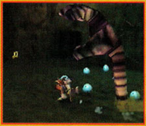
Inside Jinxy

Hop onto the carpet, then fire an egg into the dog's mouth. When your rug floats up, turn to the right to spot the Orange Jinjo.



Cornered

A note sits in each corner of the room. A hand patrols the far end, so cautiously approach the batch of eggs.



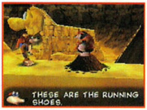
0	Golden Banjos	1	Jiggy Piece
0	Mumbo Tokens	0	Jinjos
11	Notes	0	Honeycomb Pieces
8	Red Feathers	0	Beehives
0	Gold Feathers	0	Eggs

HANDS AND FEET

When you find Bottles, he'll teach you to use the Running Shoes that will temporarily boost Kazooie's running speed. Once you've learned how, you'll be ready to return to Freezeezy Peak to confront Boggy in a foot race.

Running Shoes

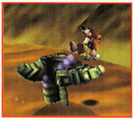
As you approach the entrance of the pyramid that has a bird on its apex, veer left and head for the palm tree. A few paces from it you'll find Bottles, who will teach Kazooie to run like a track star with the Running Shoes.



THESE ARE THE RUNNING SHOES.

Grabba

Down the hill from Bottles is Grabba the hand. A Jiggy rests in its palm, but the hand will clench up before you can snatch away the piece. You'll be fast enough with the Running Shoes, so wear the pair that paces on the hill near the ziggurat.



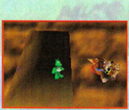
0	Golden Banjos	2	Jiggy Pieces
1	Mumbo Token	1	Jinjo
14	Notes	1	Honeycomb Piece
11	Red Feathers	0	Beehives
0	Gold Feathers	0	Eggs

MUMMY'S TOMB

Across from Jinxy, at the opposite end of Gobi's Valley, looms the tomb of a mummy. Inside you'll find a Jiggy. On the tomb's neighboring island, you'll find Gobi the camel, the perfect source of water for Trunker.

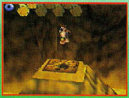
Green Jinjo

Using Kazooie's gravity-defying legs, trot to the back of the mummy's tomb. Hiding in an alcove carved into the pyramid is the Green Jinjo.



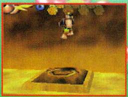
Getting In

Thump the switch at the top of the tomb to open its door for ten seconds.



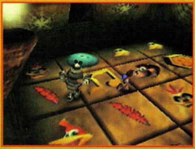
Getting Honey

Pound the switch across from the Green Jinjo to make a Honeycomb Piece appear.



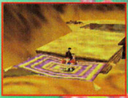
In the Tomb

Using the Beak Buster, flip over the tomb's floor tiles. On their undersides are pictures, and if you match all eight picture pairs, you'll win a Jiggy.



Magic Carpet Ride

Hop onto the magic carpet for a ride to Gobi. If you stomp the camel's hitching post, you'll free him, and he'll return the favor by rewarding you with a Jiggy.

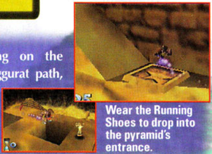


1	Golden Banjo	1	Jiggy Piece
2	Mumbo Tokens	0	Jinjos
10	Notes	0	Honeycomb Pieces
8	Red Feathers	0	Beehives
0	Gold Feathers	11	Eggs

THE ZIGGURAT

Eggs, notes and feathers clutter the path that winds around the stair-stepped pyramid. At the top is the ziggurat's entrance, but the key to entering will depend on your mastery of dashing about in the Running Shoes.

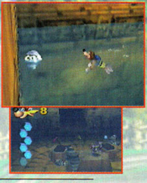
Dropping in By stepping on the switch at the foot of the ziggurat path, you'll open the rooftop for 25 seconds. Put on the Running Shoes, hit the switch, then race to the top.



Wear the Running Shoes to drop into the pyramid's entrance.

Floodgates

After dropping into the flooded pyramid, swim to the token in the corner, then dive to the Jiggy. When you nab it, the lower door will open, releasing the water into the eel-infested sand pit in the middle of the valley.



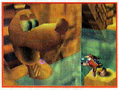
0	Golden Banjos	1	Jiggy Piece
3	Mumbo Tokens	1	Jinjo
26	Notes	0	Honeycomb Pieces
18	Red Feathers	0	Beehives
5	Gold Feathers	25	Eggs

THE MAZE

Buried in the middle of the valley is a labyrinth. To unearth it, you must leap onto the pillars in the surrounding pit. Landing on one is no easy task, so create a safety net for yourself by flooding the pit with the ziggurat's water.

Feed the Dog

Shoot eggs into the dog's mouth while standing on a pillar. The pyramid will emerge after you've fed each of the dogs three eggs.

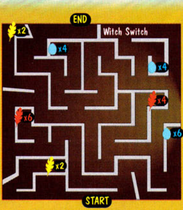


Blue Jinjo

Dive into the flooded pit, then swim to the floor. Directly beneath the staircase waits the Blue Jinjo.

Labyrinth

Whenever you enter the maze inside the pyramid, the clock will tick away 60 seconds before the spiked ceiling lowers to the floor. You'll find a Witch Switch down a dead end in the labyrinth, but you may want to seek it out on a separate trip.



0	Golden Banjos	1	Jiggy Piece
1	Mumbo Token	1	Jinjo
13	Notes	0	Honeycomb Pieces
4	Red Feathers	0	Beehives
0	Gold Feathers	0	Eggs

BIRD SHRINE

To enter the pyramid with the bird on top of it, use the Beak Bomb attack you learned in Freezeezy Peak. If you hit the blue-and-red bull's-eye, you'll have 20 seconds to get in the front door before it shuts.

Snake-charming Do not worry about putting all your eggs into one basket. To charm Rubee's snake, you'll need to sink only five eggs into the circling basket.

Histup

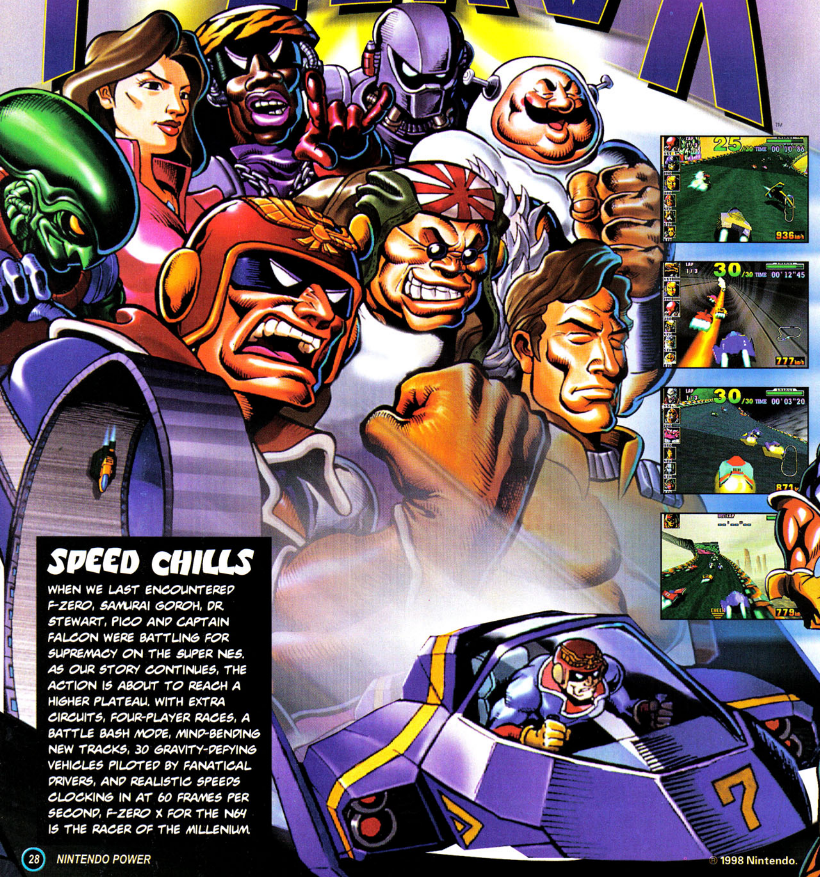
Fire eggs out your backside to plop them into the basket. Histup will stretch to the ceiling once you've dunked five eggs, then you can climb him to reach a Jiggy.

GRIN AND BEAR IT . . .

...because there are still miles to go. Banjo and Kazooie have yet to explore Mad Monster Mansion's house of horrors and Rusty Bucket Bay's rickety steamship. The new worlds will also be brewing tricks and spell books, so leave room for NP in that blue backpack–our BK coverage isn't finished yet!

WHO WOKE NAPPER WHILE HE'S SLEEPING,

F-ZERO X



SPEED CHILLS

WHEN WE LAST ENCOUNTERED F-ZERO, SAMURAI GOROH, DR. STEWART, PICO AND CAPTAIN FALCON WERE BATTLING FOR SUPREMACY ON THE SUPER NES. AS OUR STORY CONTINUES, THE ACTION IS ABOUT TO REACH A HIGHER PLATEAU. WITH EXTRA CIRCUITS, FOUR-PLAYER RACES, A BATTLE BASH MODE, MIND-BENDING NEW TRACKS, 30 GRAVITY-DEFYING VEHICLES PILOTED BY FANATICAL DRIVERS, AND REALISTIC SPEEDS CLOCKING IN AT 60 FRAMES PER SECOND, F-ZERO X FOR THE N64 IS THE RACER OF THE MILLENIUM.

® 1998 Nintendo.

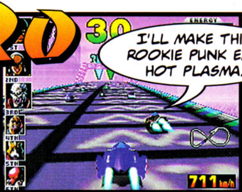
MARK OF ZERO

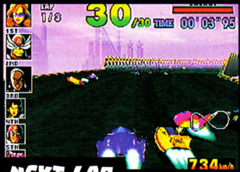
F-ZERO ONE

In its day, the original F-Zero (released in 1991) ruled the video game realm of futuristic racing games. Its revolutionary Mode-7 scrolling gave it an almost 3-D look on intense, high-speed tracks. Shigeru Miyamoto's legendary play control felt so realistic that players were known to fall out of their chairs when rounding tight corners. But there were limitations, too. F-Zero was a one-player ride with just four cars to choose from, and short of falling out of their chairs, players never actually felt the track. As beloved as F-Zero was, there comes a time to set aside the past and embrace the future.

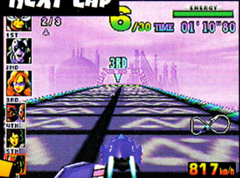
F-ZERO X

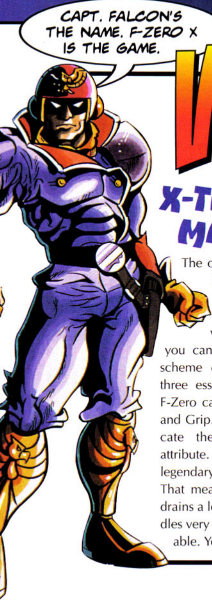
The essence of the original F-Zero lives on in F-Zero X, but the experience has been intensified to a fever pitch. There's no looking back. The speed of the game seems to suck the air out of the room. (We recommend that oxygen masks be kept nearby.) The Rumble Pak kicks in when you accelerate or slam into another car. Four racing camera perspectives and the rearview camera give you total control of your environment. Multiple ghost cars mark your fastest laps in the Time Trial mode. Two hidden circuits and one hidden "Master" skill level raise the replay to new heights. And the four-player mode maintains the same incredible frame rate and clarity as the one-player game. X marks the game.


I'LL MAKE THIS ROOKIE PUNK EAT HOT PLASMA.
30
ENERGY
1ST
2ND
3RD
4TH
5TH
711 km/h

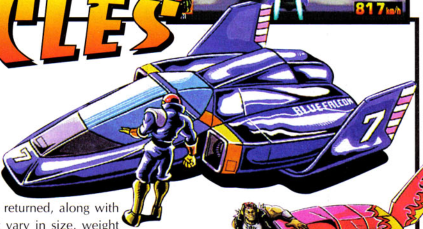

LAP 1/3
30 /30
TIME 00'03"95
1ST
2ND
3RD
4TH
5TH
734 km/h

NEXT LAP


2/3
6 /30
ENERGY
TIME 01'10"80
3RD
1ST
2ND
3RD.
4TH
5TH
817 km/h

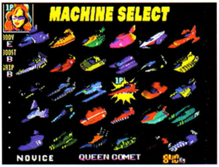

CAPT. FALCON'S THE NAME. F-ZERO X IS THE GAME.

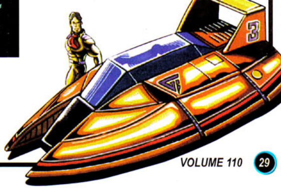
VEHICLES


BLUE FALCON
7
7

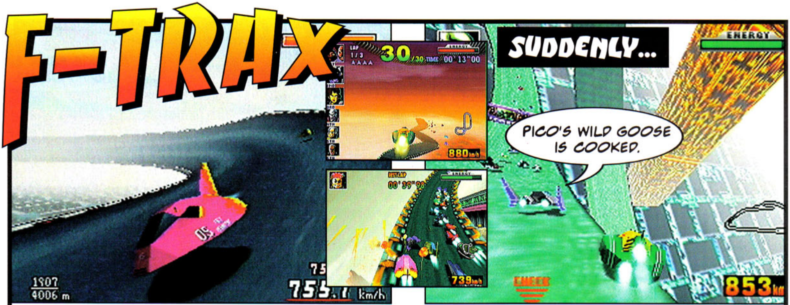
X-TREME MACHINES

The original anti-gravity cars have returned, along with 26 mean new machines that vary in size, weight and attributes. Cars can also vary in color, since you can change the color scheme of any racer. The three essential attributes of F-Zero cars are Body, Boost and Grip. Letter grades indicate the value of each attribute. For instance, the legendary Blue Falcon rates Body C, Boost C and Grip A. That means that it doesn't stand up well to slams, and it drains a lot of energy when using the Super Boost, but it handles very well. When you first plug in, only six cars are available. You'll earn the rest by winning circuits.


1P
MACHINE SELECT
BODY E
BOOST B
GRIP B
1P
NOVICE
QUEEN COMET
840Kg

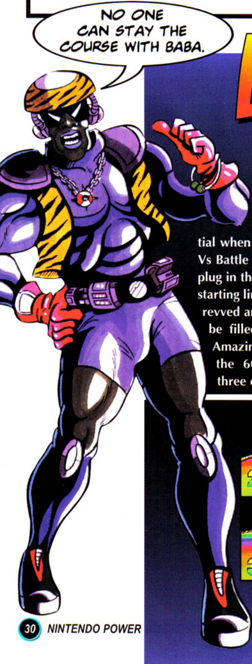


F-TRAX


SUDDENLY...
PICO'S WILD GOOSE IS COOKED.
1907
4006 m
755.1 km/h
880 km/h
739 km/h
853 km/h
ENERGY

THRILLS & SPILLS

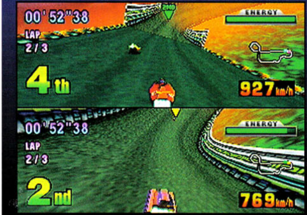
Most racing games feature a dozen tracks or less. That's not even a snack for a hungry F-Zero X pilot. If you open up the secret courses, you'll have the challenge of 24 separate tracks. Some of the names may be familiar to fans of the original F-Zero, but the new courses have more of everything–loops, twisting roadways, unbelievably long jumps, impossibly sharp turns, and even tracks without rails where careless drivers may plunge into oblivion. With thirty other cars jostling each other for position, smashing into you, flying off the track and blowing up in your face, the F-Zero X challenge is total intensity.


NO ONE CAN STAY THE COURSE WITH BABA.

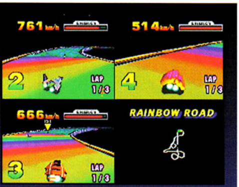
4-PLAYER FUN

X TO THE FOURTH

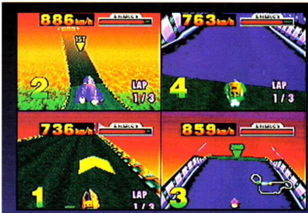
F-Zero X reaches its greatest potential when it's raised to the fourth power in the Vs Battle mode. Two, three or four drivers can plug in their N64 controllers and pull up to the starting line. Even if you don't have four players revved and ready to race, the field of four will be filled in with computer-controlled cars. Amazingly, there is virtually no slow-down in the 60-frame-per-second rate with two, three or four active split screen windows.


00' 52"38
LAP 2/3
4th
927 km/h
00' 52"38
LAP 2/3
2nd
769 km/h

Car selection for the multiplayer mode is limited by the number of X's you've won in the GP Race circuits.


761 km/h
514 km/h
666 km/h
RAINBOW ROAD

Multiplayer matches can take place on any course in the Jack, Queen, or King Cup circuits, or the hidden circuits if you open them up.

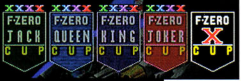

886 km/h
763 km/h
736 km/h
859 km/h

The high frame rate and choice of four camera views mean that every player gets a great view of the action.

CHALLENGE

BEFORE THE RACE... F-ZERO X

COURSE SELECT



F-ZERO JACK CUP
F-ZERO QUEEN CUP
F-ZERO KING CUP
F-ZERO JOKER CUP
F-ZERO X CUP

SPEED & GLORY

In the GP Race of F-Zero X, you can choose from one of three Cup circuits, Jack, Queen and King, each consisting of six races. Each time you win a circuit, you'll earn an X that appears on the Course Select screen next to that circuit. For every three X's, you'll open a new line of cars. If you win all three circuits, the Joker circuit appears, and if you win that, you'll get the final X circuit. If this sounds complicated, don't worry. Just win.

Once the race begins, all 30 cars blast out of their starting positions. As cars ram each other, they lose energy, and if their energy bars are drained, the cars will explode. One way to get ahead is to hit the booster arrows for a free surge of speed. After one lap, you'll be able to trade energy for extra boosts. If cornering is your Achilles heel, the R Button and Z Buttons help you edge around the tightest turns. The precision of the analog Control Stick turns your vehicle into a dream machine.

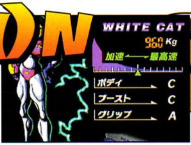
X CUP
773 km/h

I DON'T EVEN HAVE BRAKES IN MY CAR.
CHECK

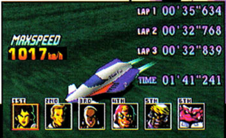
COMING SOON

IT'S THE FUTURE

One lap tells the tale. F-Zero X feels like a winner from the Rumble Pak up. The graphics and play control make this 96-megabit Pak a true dream. The experience on the track takes place at a breakneck pace, and it's full of strategy. The size of the game, with its 24 courses and 30 cars, is enormous. The challenge at the novice level invites everyone to take a crack at it, while at the highest levels, F-Zero X will drive the hottest racers to the edge of their abilities. When F-Zero X is released at the end of August, you'll step into the future of what racing should be. Put it in your X file.



WHITE CAT
960 Kg
加速←→最高速
ボディ C
ブースト C
グリップ A



LAP 1 00'35"634
LAP 2 00'32"768
LAP 3 00'32"839
MAXSPEED 1017 km/h
TIME 01'41"241
1ST
2ND
3RD
4TH
5TH
6TH

AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA

START YOUR HYPER CONVERTERS

THE FIRST RACE OF THE F-ZERO X CIRCUIT CLAIMED A FEW CASUALTIES OF WAR-DRIVERS WHO DIDN'T TAKE THE WARNINGS SERIOUSLY OR WHO MADE TOO MANY ENEMIES BEFORE THE RACE. BUT ONCE THE SCORCHED REMAINS HAVE BEEN SWEPT OFF THE TRACK, THEY'LL BE BACK FOR MORE OF THE MOST INTENSE RACING IN THE GALAXY. QUESTION IS, WILL YOU?

TO BE CONTINUED...

MORTAL 4 KOMBAT™

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MK4 puts the fate of the heavens in your hands, so clench those fists of fury to get a firm grasp of our fighting handbook's hard-hitting Mortal Kombos.

MORTAL CONQUEST

WINS: 17
SCORPION
WINS: 00
CAGE

In the ultraviolent, and of course M-rated, Mortal Kombat 4 for the N64, Midway brings home its 1997 arcade hit, complete with heart-pounding action and heart-ripping fatalities. The fourth fighter in the MK franchise maintains the series' basic feel, while introducing new fighters, 3-D graphics, and interchangeable weapons that can be picked up or snatched away. The game also pumps up the brutality, such as the bone-breaking F+LK move that will work for any character. But key to kombat is the combo, and we've got a few that will be surefire hits.

WINS: 00
CAGE
WINS: 00
REPTILE

MORTAL KOMBOS

A combo is the most effective attack to use, since it is a rapidly-executed string of non-stop hits and special moves. With a combo, you'll leave your opponent little reaction time, and with a Juggle, or repeated tapping of the HP button, you can extend your barrage.

KEY

F: Forward
B: Back
D: Down
U: Up
RN: Run
BLK: Block
HP: High Punch
LP: Low Punch
HK: High Kick
LK: Low Kick

Starter: You can begin building most combos with a basic series of "Starter" moves. From there you'll be able to prolong your combo by linking more moves to this Starter sequence: Jump then HP, HP, HK, Uppercut (D+HP).

JOHNNY CAGE

The late Johnny Cage returns from the grave in high spirits to aid his friends in the fight against Shinnok. MK also reunites Cage with Raiden, perhaps the only god who can restore Cage's soul.

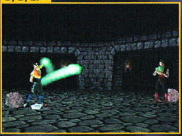
Fatalities

Torso Twist: F, B, D, D+HK
Decapitation: D, D, F, D+BLK
Goro's Lair: B, F, F+LK
Prison Arena: D, F, F+HK

Mortal Kombos

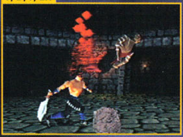
7-Hit: Starter, Run-in, HP Juggle, Jump then HK, Shadow Kick (B, F, LK)
5-Hit: Starter, Run-in, HP Juggle, Shadow Uppercut (B, D, B, HP)
5-Hit: Starter, Run-in, D+LK, Shadow Kick (B, F, LK)
3-Hit: HK, HK, Shadow Punch (B, D, B, HP)

D, B, LP



To distance yourself from an opponent, use Cage's Low Fireball. A direct hit from the projectile attack will knock an enemy a few steps back.

F, D, F, LK



Every character has a special weapon, such as Johnny Cage's sword, that will deal about twice as much damage as a regular punch or kick.

FUJIN

In MK Mythologies, Wind God Fujin fails to foil Shinnok and Quan Chi's schemes. Humankind's final hope for divine intervention once again rests upon Fujin and Raiden, the earth's last remaining gods.

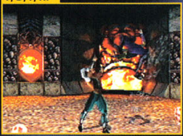
Fatalities

Blast: RN+BLK (five times)
Vacuum: D, F, F, U+BLK
Goro's Lair: B, F, B+HP
Prison Arena: D, D, D+HK

Mortal Kombos

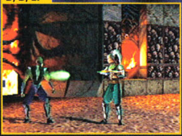
7-Hit: HP, HK, Uppercut, Tornado Lift (F, D, F, HP), Slam (B, F, D, LK), HP Juggle, Rising Knee (D, F, HK)
6-Hit: Tornado Lift (F, D, F, HP), Slam (B, F, D, LK), HP Juggle, Rising Knee (D, F, HK)
6-Hit: Starter, Run-in, HP Juggle, Rising Knee (D, F, HK)
5-Hit: Tornado Lift (F, D, F, HP), Slam (B, F, D, LK), Jump then HK, Dive Kick (D+LK, but don't hit opponent), Uppercut

F, D, F, HP



Fujin specializes in medium-range attacks, such as his Tornado Lift, that will briefly restrain an opponent. Follow up the move with a Slam.

B, B, LP



Fujin's laser crossbow is one of MK4's rare, long-range weapons. Press LP to fire straight ahead or tap HP or B+LP for a ricochet shot.

JAREK

As the last surviving member of the Black Dragon clan, Jarek becomes a fugitive on the run from the Outerworld Investigation Agency's Sonya. The chase leads both to their new common enemy, Shinnok.

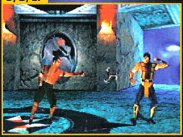
Fatalities

Heart Grab: F, B, F, F+LK
Laser: U, U, F, F+BLK
Goro's Lair: B, F, F+LP
Prison Arena: F, D, F+HK

Mortal Kombos

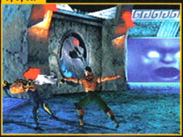
7-Hit: Starter, Run-in, HP Juggle, Tri-Blade (D, B, HP), Ground Shaker (B, D, B, HK)
5-Hit: HP, HK, Uppercut, Run-in, HP Juggle, Vertical Roll (F, D, F,HP)
5-Hit: HP, HK, Uppercut, Run-in, Jump then HK, Ground Shaker (B, D, B, HK)
3-Hit: HK, HK, Cannonball Roll (B, F, LK)

D, B, LP



Since his Tri-Blade assault and other special moves are long-distance attacks, Jarek can execute many of his combos at a safe distance.

F, F, HP



Even if an enemy is standing a medium distance away, Jarek can stick the kombatant with his sword. If you press B+LP, Jarek will lunge and jab.

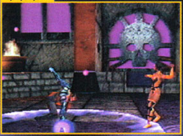
JAX

When Sonya turns up M.I.A. during her hunt for Jarek, Major Jackson Briggs mounts a search of his own. He instead stumbles upon MK4, where he finds the survival of Sonya and earth at the mercy of Shinnok.

Fatalities

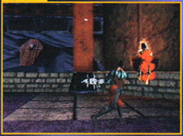
Disarmament: (Hold LK for five seconds) F, F, D, F then release
The Clapper: B, F, F, D+BLK
Goro's Lair: F, F, B+HP
Prison Arena: F, F, B+LK

F, F, D, LK



Enemies can't block Jax's Ground Wave, so unleash it on any airborne kombatant who's about to land or any foe who's already grounded.

D, F, HP



For a 3-D display of Jax's batting abilities, hit HP to knock your victim to the back of the arena or LP to launch your rival into your TV screen.

Mortal Kombos

7-Hit: Starter, Jump then HK, Backbreaker (BLK in air), Fireball (D, F, LP)
7-Hit: Starter, Run-in, HP Juggle, Jump then HK, Backbreaker (BLK in air)
5-Hit: HP, HK, Uppercut, Jump then HK, Dash Punch (D, B, LP)
5-Hit: HP, HK, Uppercut, Jump then HK, Backbreaker (BLK in air)

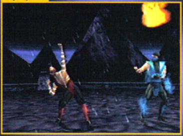
KAI

Walking the earth to train with the world's great martial arts masters, Kai eventually wanders to America, where he befriends Liu Kang. In MK4, they rejoin forces to battle Shinnok and Quan Chi.

Fatalities

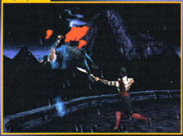
Backbreaker: (Hold BLK) U, F, U, B+HK
Fireball: U, U, U, D+BLK
Goro's Lair: B, F, D+HK
Prison Arena: F, F, D+BLK

B, B, HP



A Fireball attack will knock your opponents off their feet, making them sitting ducks for another blast from a Falling or Rising Fireball.

D, B, LP



As a member of the White Lotus Society, Kai picked up much of his training in Asia. He picked up a saber and expert swordsmanship there, too.

Mortal Kombos

8-Hit: Starter, Run-in, HP Juggle, Uppercut, Run-in, D+LK, Super Roundhouse (D, F, LK)
6-Hit: Uppercut, Rising Fireball (F, F, LP), D+HK, Rising Fireball (F, F, LP), Uppercut, Run-in, B+LK
6-Hit: Starter, Run-in, HP Juggle, Super Roundhouse (D, F, LK)
5-Hit: Starter, Handstand and Spin Kicks (BLK+LK then LP)

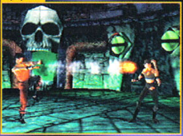
LIU KANG

Liu Kang is MK's reigning champion, and he knows he and his friends are the only ones prepared to save the earth from Shinnok. Regardless, he'd still take up the fight if only to help Raiden and save Kitana.

Fatalities

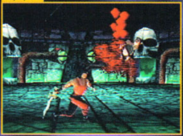
Dragon: F, F, F, D+HK+LK+BLK
Splatter: F, D, D, U+HP
Goro's Lair: F, F, B+HK
Prison Arena: F, F, B+LP

F, F, HP



Not all moves will work in midair, but Liu Kang's High Fireball is an exception. While jumping or standing, he can fire off his searing attack.

B, F, LK



For a point-blank sword slash, hit B+LP. If Liu Kang is standing a medium distance from his opponent, press B+HP to make him charge and jab.

Mortal Kombos

8-Hit: (Hold LK) Starter, Run-in, HP Juggle, HP Juggle, release LK for Bicycle Kick, Low Fireball (F, F, LP), High Fireball (F, F, HP)
7-Hit: Starter, Jump then HK, High Fireball (F, F, HP), Low Fireball (F, F, LP)
6-Hit: HP, HK, Uppercut, Run-in, HP Juggle, Jump then HK, High Fireball (F, F, HP)
5-Hit: HP, HK, Uppercut, Flying Kick (F, F, HK), Low Fireball (F, F, LP)

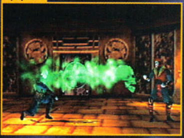
QUAN CHI

According to the mythologies of MK, Quan Chi is the scheming sorcerer who frees Shinnok from his heavenly exile. Appointed by Shinnok as the Netherealm's arch-sorcerer, he now craves to rule other realms.

Fatalities

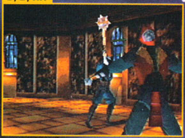
Leg Bash: (Hold LK for five seconds) F, D, F, then release
Mimic: U, U, D, D+LP
Goro's Lair: F, F, B+LK
Prison Arena: F, F, D+HP

F, F, LP



Quan Chi's Flying Skull can blaze from one end of the arena to the other, but the attack is more surprising when used in close combat.

D, B, HK



Like Jax's club, Quan Chi's mace can smash fighters against the inside of your TV screen. Press LP to shove a foe against the glass hockey-style.

Mortal Kombos

7-Hit: HP, HK, Uppercut, Run-in, HP Juggle, Jump then HK, Flying Skull (F, F, LP), Tele-Stomp (F, D, LK)
6-Hit: Starter, Run-in, HP Juggle, Tele-Stomp (F, D, LK)
6-Hit: HP, HK, Uppercut, Slide Kick (F, F, HK), Tele-Stomp (F, D, LK)
5-Hit: HP, HK, Uppercut, Jump then HK, Air Throw (BLK in air)

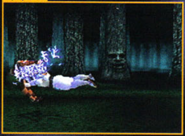
RAIDEN

Raiden banishes Shinnok from the heavens, but the fallen god returns to exact his revenge. Reenlisting the help of his mortal friends, the Thunder God bolts to the rescue of heaven and earth.

Fatalities

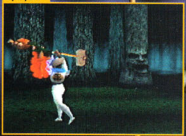
Shock Treatment: (Hold BLK) F, B, U, U+HK
Shish Kebab: D, U, U, U+HP
Goro's Lair: F, F, D+LP
Prison Arena: D, F, B+BLK

F, F, LK



For a lightning-fast, long-distance attack, man the Torpedo. Raiden can launch his special move while standing or jumping.

F, B, HP



When Raiden nails opponents with his hammer, they're usually left lying on the ground. Pound an enemy to the pavement by pressing B+LP.

Mortal Kombos

6-Hit: Starter, Run-in, D+HK, Torpedo (F, F, LK)
5-Hit: Weapon (F, B, HP), B+LP, B+LP, Teleport (D, U), B+LK, Lightning Bolt (D, B, LP), Torpedo (F, F, LK)
4-Hit: Weapon (F, B, HP), B+LP, B+LP, Teleport (D, U), B+LK, Torpedo (F, F, LK)
4-Hit: Weapon (F, B, HP), B+LP, B+LP, Teleport (D, U), D+HK, Torpedo (F, F, LK)

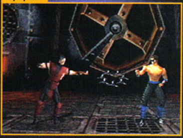
REIKO

Reiko first fights the Elder Gods as a general in Shinnok's army. He presumably meets his end in battle, but, mysteriously, he reemerges to again serve Shinnok in overthrowing the Elder Gods.

Fatalities

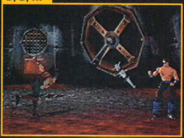
Mortal Kick: F, D, F+LP+BLK+HK+LK
Shuriken Shower: B, B, D, D+HK
Goro's Lair: F, F, D+LK
Prison Arena: D, D, B+LP

D, F, LP



When Reiko tosses a handful of his Shurikens, they'll spread out as they fly, making his long-distance attack a difficult one to dodge.

D, B, HP



Like Jax, Reiko uses a spiked club. The club has a limited range, but Reiko can hurl it at an enemy if you reenter the Weapon move.

Mortal Kombos

8-Hit: Jump then HP, HP, HK, Uppercut, Run-in, HP Juggle, Flip Kick (B, D, F, HK), Run-in, HP Juggle, Teleport (D, U), Throw (BLK)
8-Hit: HP, HK, Uppercut, Run-in, HP Juggle, Flip Kick (B, D, F, HK), Run-in, HP Juggle
7-Hit: HP, HK, Uppercut, Run-in, HP Juggle, Flip Kick (B, D, F, HK), Run-in, Uppercut, Run-in, B+LK

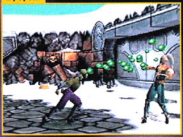
REPTILE

With his home in ruins, Reptile hides in Edenia. Only after Shinnok takes over the realm does the slimy warrior rear his head. Slithering into Shinnok's army, Reptile believes the god will restore his homeland.

Fatalities

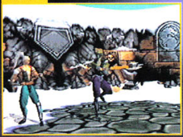
Face Feast: (Hold HP+HK+LP+LK) U
Acid Blast: U, D, D, D+HP
Goro's Lair: D, D, F+HK
Prison Arena: D, F, F+LP

D, F, HP



With his Acid Spit, Reptile can hurl remnants of his lunch. Whatever it was he ate, it stings like a bee and takes to the air like one, too.

B, B, LK



Reptile isn't the most graceful thing to slither into the arena, but by pressing B+HP, you can make him pirouette into an axe-wielding propeller.

Mortal Kombos

7-Hit: HP, HK, Uppercut, Run-in, Uppercut, Super Krawl (B, F, LK), Dashing Punch (B, F, LP)
7-Hit: Starter, Run-in, D+HK, Super Krawl (B, F, LK), Dashing Punch (B, F, LP)
5-Hit: HP, HK, Uppercut, Run-in, HP Juggle, Super Krawl (B, F, LK)
4-Hit: HK, HK, Super Krawl (B, F, LK), Dashing Punch (B, F, LP)

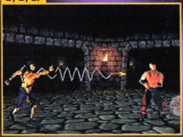
SCORPION

Scorpion must serve Shinnok to return to the world of the living. By fighting in MK, the specter hopes to have not only the chance to regain his soul, but the opportunity to settle his grudge with Sub-Zero.

Fatalities

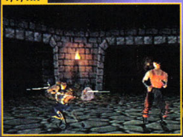
Hot Breath: B, F, F, B+HP+BLK
Scorp-morph: B, F, D, U+HP
Goro's Lair: B, F, F+LK
Prison Stage: F, D, D+LK

B, B, LP



To close the gap between Scorpion and his rival, cast the Spear so his foe will "Get over here!" Once you've reeled someone in, execute a Juggle.

F, F, HK



When Scorpion's sword is drawn, press D+LP to spin him like a buzz saw. Scorpion will twirl as long as you hold D+LP or until he hits an enemy.

Mortal Kombos

9-Hit: Jump then HK, Teleport Punch (D, B, HP), Spear (B, B, LP), HP, HK, Uppercut, Run-in, Uppercut, Jump then HP, Air Throw (BLK in air)
9-Hit: HP, HK, Uppercut, Spear (B, B, LP), HP, HK, Uppercut, HP Juggle, Run-in, Breathe Fire (D, F, LP)
8-Hit: HP, HK, Uppercut, Spear (B, B, LP), HP, HK, Uppercut, Run-in, B+HK

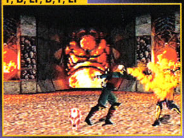
SHINNOK

Freed from the Nethererealm by Quan Chi, the fallen god assembles an army to overthrow the Elders. He also develops the power of mimicry, allowing him to perform the moves of any kombatant in MK4.

Fatalities

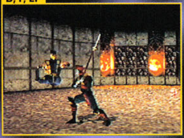
Skeletal Hand: D, B, F, D+RN
Skeletal Squish: D, U, U, D+BLK
Goro's Lair: D, F, B+HP
Prison Arena: D, D, F+HK

F, B, LP, D, F, LP



Shinnok is the ideal character for pros. The banished god can assume the identity of the other fighters to turn their own powers against them.

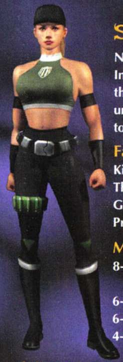
B, F, LP



You'll get more leverage with Shinnok's spear—since its length gives you greater range, and moves like B+LP will speedily knock over enemies.

Mortal Kombos

6-Hit: Starter, Run-in, Uppercut, Run-in, B+LK
6-Hit: Starter, Run-in, HP Juggle, Jump then HK
6-Hit: Starter, Run-in, HP Juggle, D+HK
5-Hit: Starter, Run-in, B+HK



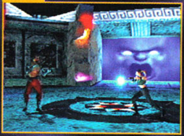
SONYA

Now a member of the Outerworld Investigation Agency, Sonya stumbles upon the fourth MK tournament. There, she uncovers Shinnok's plot and joins Liu Kang to maintain peace among the realms.

Fatalities

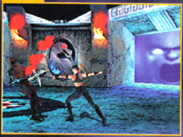
Kiss of Death: (Hold BLK) D, D, D, U+RN
The Splits: U, D, D, U+HK
Goro's Lair: F, D, F+HP
Prison Arena: D, B, B+HK

D, F, LP



You can easily link Sonya's moves into a combo—most are short-distance gymnastics. Her Fireball is one of her few long-distance attacks.

F, F, LK



Use a weapon lunge move, like tapping B+LP while Sonya brandishes her blade, to back your opponent into a corner, then follow with a combo.

Mortal Kombos

8-Hit: Starter, Run-in, Uppercut, Vertical Bicycle Kick (B, B, D, HK), Run-in, Jump then HK, Air Throw (BLK in air)
6-Hit: Starter, Run-in, HP Juggle, Vertical Bicycle Kick (B, B, D, HK), Jump+HP, Air Throw (BLK in air)
6-Hit: Starter, Run-in, HP Juggle, Vertical Bicycle Kick (B, B, D, HK), Run-in, Leg Grab (D+LP+BLK)
4-Hit: Weapon (F, F, LK), HK, Uppercut, Front Flip Kick (B, D, F, LK), B+LP

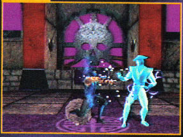
SUB-ZERO

Though his brother, the original Sub-Zero, is long gone, the new Sub-Zero holds the same powers as his sibling. His honor is equally strong, and the master of ice is determined to put a freeze on Shinnok's plans.

Fatalities

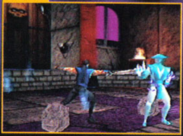
Decapitation: F, B, F, D+HP+BLK+RN
Deep-freeze: B, B, D, B+HP
Goro's Lair: D, D, D+LK
Prison Arena: (Hold BLK) D, U, U, U+HK

D, F, LP



The Ice Blast returns in MK4, as well as the familiar button sequence that will freeze foes long enough for you to launch into a combo.

D, F, HK



Only Sub-Zero's weapon is magical, and those who snatch it from him can use its chilling power. Press B+LP to make it freeze whomever it touches.

Mortal Kombos

11-Hit: Jump then HP, HK, Ice Blast (D, F, LP), D+HK, Ice Clone (D, B, LP), HK, HK, Weapon (D, F, HK), B+HP, B+LP, Slide (LP+BLK+LK)
9-Hit: Ice Blast (D, F, LP), HK, Ice Blast (D, F, LP), HP, HK, D+HK, Run-in, HP, Jump then HK, Slide (LP+BLK+LK)
8-Hit: HK, Uppercut, HP Juggle, Ice Blast (D, F, LP), Weapon (D, F, HK), B+HP, B+LP, Uppercut, Slide (LP+BLK+LK)
8-Hit: Ice Blast (D, F, LP), HK, HP, HK, Uppercut, Uppercut, Slide (LP+BLK+LK), B+LK

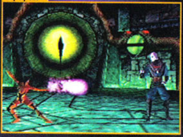
TANYA

When Shinnok requests entry into the Edenian realm, Tanya, daughter of the ambassador to new realms, mistakenly welcomes him. With safe passage, he conquers her world, which she can free only through MK.

Fatalities

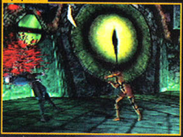
Kiss of Death: D, D, U, D+HP+BLK
Neckbreaker: D, F, D, F+HK
Goro's Lair: F, F, F+LP
Prison Arena: B, F, D+HP

D, F, HP



Tanya's quick attacks include her basic Fireball. Moreover, you can launch an Air Fireball by tapping D, B then LP while in midair.

F, F, HK



Other than Fujin's crossbow, the boomerang is the only projectile weapon. Press LP to make her throw it. It will return after hitting its target.

Mortal Kombos

9-Hit: Starter, Run-in, HP Juggle, Corkscrew Kick (F, F, LK), HP Juggle, Corkscrew Kick (F, F, LK), Split Kick (F, D, B, LK)
8-Hit: Starter, Run-in, HP Juggle, Corkscrew Kick (F, F, LK), Jump then HK, Fireball (D, F, HP)
6-Hit: HP, HK, Uppercut, Run-in, HP Juggle, Corkscrew Kick (F, F, LK), Uppercut
5-Hit: Corkscrew Kick (F, F, LK), Split Kick (F, D, B, LK), Corkscrew Kick (F, F, LK), Split Kick (F, D, B, LK), Fireball (D, F, HP)

CLASSIFIED INFORMATION

0428 6211 4842 0680
MEMBER IDENTIFICATION #

STAR WARS SHADOWS OF THE EMPIRE

Debugging the Empire

Our contacts at LucasArts came through with a long-hidden debug code. It's a long one, but it's worth the effort!

1. Name a new game or change the name of a current game to "-Wampa--Stompa." The first letter of each word must be capitalized, and the dashes represent spaces.

2. Select any level and pause the game.

3. Press and hold all the C Buttons, Z, L, R and Left on the Control Pad.

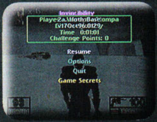
4. While holding these buttons, press the Control Stick about halfway to the Left until you hear a tone.

5. While still holding all the buttons, press the Control Stick about halfway to the Right until you hear a tone.

6. Repeat steps 4 and 5.

7. Repeat step 4 one more time until new text appears on the top of the screen. Release all the buttons. Use the Control Pad or the L and R buttons to scroll through the cheat options. When you find one you like, press A to activate it and return to your game.

8. To access the cheat menu again, pause the game and repeat steps 3 and 4. To turn off the Wall Ghost and Villains Sleepy options, access the cheat menu and select these options a second time. To replenish your ammo at any time, activate the Get All Stuff option again.


Invincibility
Time 0:01:01
Challenge Points: 0
Resume
Options
Quit
Game Secrets

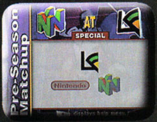
You'll need both hands to enter this code, and maybe your toes or nose, too.

Wall ghost allows you to walk through walls, and Invincibility, well, you know...

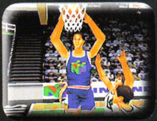
Kobe Bryant in NBA COURTSIDE

Hidden Special Teams

On the main menu, highlight the Pre-season option, hold the L Button and press A. Use the Control Pad to scroll through the Pre-season matchup screens to find a new conference. Teams include the Left Field, Nintendo Developers and Nintendo Testers squads.


Pre-Season Matchup
AT
SPECIAL
Nintendo

Special teams are available in Pre-season games only.

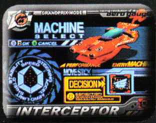


Now let's see what those Nintendo guys can do!

AERO GAUGE

Color Change

On the AeroMachine select screen, highlight the racer of your choice and press R to scroll through the available paint jobs. Press A or Z to lock in your choice.


GRANDPRIX MODE
MACHINE SELECT
OK
CANCEL
PERFORMANCE
ENTRY MACHINE
DECISION
INTERCEPTOR

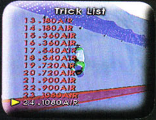
Once you press A or Z, you can't change your selection.

Win or lose, you'll be looking good.

1080° TenEighty SNOWBOARDING

Trick List Cheat

One of the biggest challenges in 1080° Snowboarding is completing all the tricks, but there is a way to get credit for a trick, even if you haven't actually performed it. Enter the training mode and select any rider and board. Perform the first trick on the list and then access the trick list before you land. Scroll down the list, highlight a trick you haven't performed and press A. When you land, the computer will give you credit for completing the trick you selected!



Trick List
13.180AIR
14.180AIR
15.360AIR
16.360AIR
17.540AIR
18.540AIR
19.720AIR
20.720AIR
21.900AIR
22.900AIR
23.1080AIR
▶ 24.1080AIR

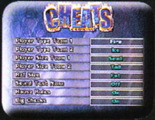
Perform the first trick on the list then select another trick on the list before you land.

If you complete every normal trick in the Training mode, you might unlock a nice surprise...

NHL 98 BREAKAWAY

Secret Options Menu

This secret options menu will allow you to change uniforms, activate "House Rules," increase the chances of breaking glass or losing equipment and so on. To access it, go to the main menu and press left C, right C, left C, right C, left C, right C, R and R. If the code is entered correctly, the Cheat Menu option will appear at the bottom of the screen. Be warned that changing the size of the players may interfere with penalty shots and cause the game to stop.



CHEATS

Player Type Team 1	Fire
Player Type Team 2	Ice
Player Size Team 1	Small
Player Size Team 2	Tall
Ref Size	Fat
Sound Test Name	Off
House Rules	On
Big Checks	On

This secret menu offers a host of different options and cheats.

Eric Lindros
ONICE CAM

Switch on the Big Checks option and watch the sticks (and the players) fly!

TOP GEAR RALLY

A Nine-Car Garage

Following up on last month's Top Gear codes, here's one that will unlock all the regular cars in the game: after a race starts, press A, Left, Left, bottom C, A, Right and Z. To see an alternate version of the game's credits, access the Options menu and scroll left or right until Load Configuration appears. Now press bottom C, Right, Down and Z.

LAP 1/3
TOTAL TIME
LAP TIME
20TH

Once you begin racing, use the Control Pad to enter these codes.

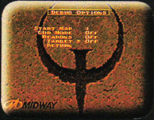
CAR SELECT
TYPE-P5

The car code does not unlock the bonus cars.

QUAKE

Debug Menu

To give yourself a better chance of surviving Quake's demonic hordes, enter the letter Q in every space on the password screen. The message "Invalid Password" will appear. Return to the main menu and go to the Options screen to find the Debug menu. The Debug menu includes stage select, invincibility, weapons and invisibility options.



DEBUG OPTIONS
START MAP 1
GOD MODE OFF
WEAPONS OFF
TARGET > OFF
RETURN

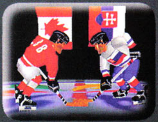
Turn the Target option *off* to become invisible.

Enemies won't attack what they can't see.

OLYMPIC HOCKEY 98

Morphing Players

If you want your players to take on truly Olympian proportions, then try this code on for size. On the Options screen, hold bottom C and press R to make a message appear at the bottom of the screen. To change your players' head size, hold bottom C and press R. Repeat this code to select a different size. To change your players' body size, hold left C and press R. Repeat this code to change your players' height. To make the announcer's voice deeper, hold top C and press R. Repeat the code to change him from a bass to a tenor.



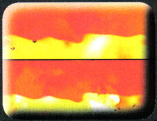
You can morph your players as much as you like...

...but their world-class play won't be affected.

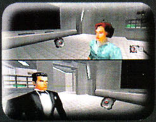
GOLDENEYE 007

Floating Remote Mines

We've received all sorts of letters on making Remote Mines float, most of them loaded with unnecessary steps, so here's the real scoop. In Multiplayer mode, select Remote Mines and start a two- or three-player match in the Bunker. Have two players stand together in the main control room. Have one player drop several mines between them, enough to defeat them both (four is usually enough). Detonate the mines. Have both players return to the match. Now when you try to throw a mine, it will stay suspended in midair.



Both players must be defeated for this trick to work.

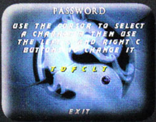


They're a lot deadlier than a trail of bread crumbs!

MK Mythologies SUB-ZERO

Icy Invincibility

If you're tired of Sub-Zero being turned into a quivering puddle every few steps, enter TDFCLT as your password, then highlight Exit and press A. If the password was entered correctly, you'll hear a tone. Sub-Zero will now be invulnerable to all attacks.



PASSWORD

USE THE CURSOR TO SELECT
A CHARACTER THEN USE
THE LEFT C AND RIGHT C
BUTTONS TO CHANGE IT

TDFCLT

EXIT

Once the code is entered, you may use a normal password.

You'll be able to waltz your way through any danger.

ROBOTRON 64

110 Extra Lives

To start a new game on the Easy difficulty level with 110 extra lives, enter BSBBBBTJBB as your password. If you're more daring, enter BCBBLBTJBB as your password to begin on the Normal difficulty level. To challenge the Insane difficulty level, enter BFBBBCTJBB as your password.

No matter which password you use, you'll get extra lives.

Mom, Dad and Mikey are counting on you!

CLASSIFIED INFORMATION

ClayFighter Sculptor's Cut

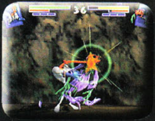
Director Frosty Take 63½

Heeeeeere's Earthworm Jim!

One of our favorite Interplay characters has muscled his way into Sculptor's Cut as a hidden character. On the Character Select screen, highlight one of the question marks, hold L and press B, left C, top C, right C, bottom C and top C. Release L and press R to make Jim appear in the box you're highlighting. If you move the cursor off Jim, he'll disappear. To get him back, highlight either question mark and press R. We have some of Jim's moves for you, including Shadow moves and Claytalities. To perform Shadow moves, you must have at least one full Super Meter bar.

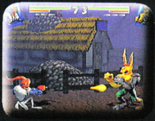
Eat Cow!

Press Forward, Down, Forward and any punch to launch this basic punching attack. This is a good move for opening a match.



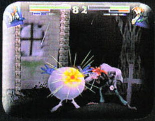
Blast 'Em

No self-respecting worm would be without a basic projectile attack. Press Down, Down-Forward, Forward and any punch.



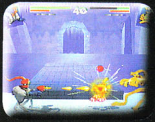
Whoa Nellie!

Press Down, Down and any kick to whip out this quick rolling attack. Pardon me—coming through!



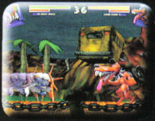
Mega Blast

Up the ante with a supercharged gun attack. Press Down, Down-Forward and Forward twice, then press any punch to execute this Shadow move.



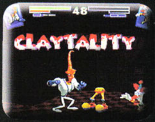
Propeller Punisher

For this Shadow move, press Down, Down-Back, and Back twice, then press any kick. Now that's using your head!



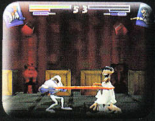
Fatal Cut

For a particularly messy Claytality, stand next to your opponent and press Back, Down, Forward and R.



Squeeze Play

Stand next to your dazed opponent and press Down, Forward, Back, Back and L to execute this Claytality. Oooo, look—a creamy center!



To the Moon!

To finish a match by launching your opponent into orbit, stand next to him or her and press Down, Down, Back, Forward and R.

If you have an awesome trick, password or code for our Classified Information files, drop us a line at the address at right. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

CHOPPER ATTACK™

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What do you get when you cross a well-armed chopper, a massive rebel army, and a series of potentially suicidal missions? An extremely wild whirlybird ride from Midway!

FEARLESS PILOTS, PREPARE!

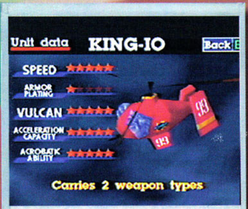
SCORE
00000000

Who hasn't dreamed about piloting a heavily armed helicopter? That dream comes to life with Midway's Chopper Attack for the N64. While this one-player Pak is certainly no flight sim, what you do get is an arcade-style shooter with all the elements you need for lots of top-flight fun: a choice of eight incredible choppers (plus two more if you finish the final missions), loads of weapons, and eight great scenarios that are loaded with air- and land-based baddies. There are even enough strategy elements to satisfy all your armchair generals. Now slip your aviator glasses on–let's get this baby off the ground!

SCORE
SHIELD
TARGET

TWO FLIERS FOUND:

Surveillance shows that pilots who finish their final missions earn two mighty ships! The cool King-10 goes to those conquering Mission 7 on the normal setting, while the stellar Stingray belongs to the one who polishes off Mission 8 as an expert.

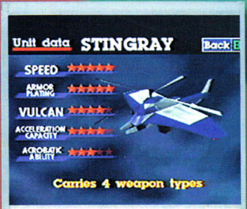


Unit data **KING-IO** Back

SPEED ★★★★★
ARMOR PLATING ★☆☆☆☆
VULCAN ★★★★★
ACCELERATION CAPACITY ★★★★★
ACROBATIK ABILITY ★★★★★

Carries 2 weapon types

Don't be fooled by the tubby look of the King-10. It's maxed-out in every aspect except for its armor which is sorely lacking.



Unit data **STINGRAY** Back

SPEED ★★★★★
ARMOR PLATING ★★★★★
VULCAN ★★★★☆
ACCELERATION CAPACITY ★★★★☆
ACROBATIK ABILITY ★★★☆☆

Carries 4 weapon types

Besides being good looking, the sleek Stingray is king of the skies in armor and speed, and it's near-perfect in every other aspect of performance.

RECONNAISSANCE REPORT:

Our covert operatives have been able to gather some top-secret information on the opposition forces that you'll be facing. The best pilots will learn this classified info well enough to exploit their enemies' strengths and weaknesses. Read the recon before lifting off.

FOOT SOLDIERS

The enemy's foot soldiers aren't much of a match against your firepower. Since these slow-moving troops are armed with only machine guns, save your bigger weapons for more suitable targets. Sometimes it's best just to pass them by.

SUPER SOLDIERS

Unlike their puny compadres, these super soldiers can pose quite a threat to even the best pilot. They'll rip into you with rocket launchers, and if you don't blast 'em fast with a cluster bomb, they may attempt to grab your chopper by the tail!

ANTI-AIRCRAFT GUNS

While these weapons have totally stationary bases, the dual cannons on top can turn a full 360 degrees. They may be dangerous, but you can easily defeat them by firing homing missiles at them while staying out of their line of sight.

TANKS

Although these tanks lack homing weapons, they do have chaffing abilities and can launch decoys to confuse your homing missiles. Green tanks can do this only once, but tiger tanks can launch chaffs up to three times.

SUPER TANKS

Because these slow-moving monstrosities have no homing missiles, they use LOS armaments, or weapons that hit only if you move into the tanks' line of sight. Still, their shells are formidable and their armor is thick.

EGGSHELL CHOPPERS

These little copters can be as pesky to a pilot as a swarm of mosquitoes is to a camper! But while they may sting with their machine guns and LOS weapons, they're easily swatted away with a missile or a flurry of Vulcan fire.

FIXED-WING FLIERS

These fixed-wing aircraft come equipped with both rear-facing machine guns and a complete set of homing missiles. Dominate these bad boys' chaffing abilities and overly wide bodies by using LOS weapons against them while they cut slow arcs through the sky.

RAMMERS

We call these winged choppers "Rammers" because of their pilots' propensity to go on kamikaze-style missions. The flying torpedoes also have good LOS weapons. Too bad their lack of chaffing ability is such a serious weakness.

RED & BLACK CHOPPERS

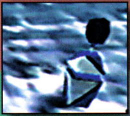
These red and black helicopters are some of the most dangerous flying foes you'll face. Not only are they extremely fast, but they have homing rockets, machine guns, and three chaffs for defense. Use your LOS weapons on them.

BLACK & WHITE COPTERS

These ships are the red and blacks' lumbering brothers. They, too, have three chaffs, but their arsenals are limited to LOS weapons. Still, what they lack in firepower, they make up for in defensive features. Their armor's a foot thick!

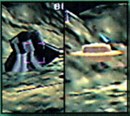
MISSILE CARRIERS

These imposing airships are massive, mobile missile launchers. In the air, they have unlimited machine guns but can shoot just one rocket at a time. If you allow them to land, however, they gain the ability to fire three rockets at once.



SPY BOTS

You'll learn to loathe these surveillance drones! While they're unarmed, they can snap your picture, allowing the enemy's ships to swarm in on your exact position. Your best defense is to take them out fast with LOS weapons.

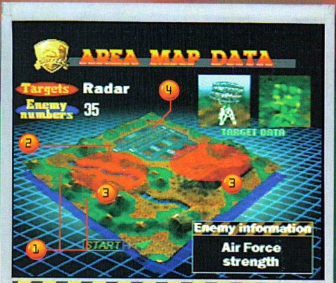


UFOs

You'll come across these two types of UFO if you reach the game's final stage. They're quick, hard to hit, and almost impervious to homing missiles. More on them a bit later—for now, get used to the idea of running away!

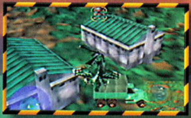
SPACE BOTS

Found only in the last level, these dumbbell-like drones are a lot like the spy bots mentioned above—if they take your picture, UFO reinforcements are sure to follow. But remember, sometimes backing down from a fight is your best defense.

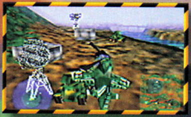


Mission 1: Destroy Radars

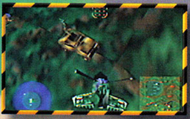
Listen up, pilots! A transport plane carrying POWs is approaching your adversary's airstrip. Your first mission is to neutralize its mobile and stationary radar positions so that we can proceed with rescue plans. Enemy forces are rather light, so you won't need very much expensive ammunition.



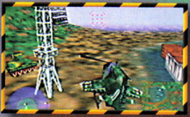
1 It's worth your time and weaponry to blow up buildings like the ones you'll find in this location. They often contain power-ups such as cash, extra fuel, and if you're lucky, additional armor. Use only your Vulcan weapon to blast the buildings.



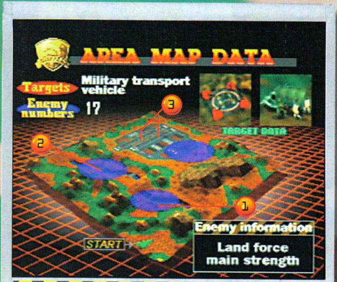
2 Before bombing these two stationary radar sites, destroy the tank guarding the closer array, then take on his armored buddy as he comes rolling across the bridge. With the two tanks out of the way, the radar sites will be only lightly defended.



3 Because they can zip over hilly terrain, the two mobile radar trucks can be awfully tough to pin down. To avoid a long cat-and-mouse chase when your chopper is running on fumes, make a strong attempt to finish them off early in the mission.

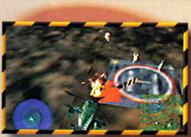


4 When you see a tank just sitting at the base of a radar array, like in the far-right corner of this airfield, position your chopper so that the array is between you and your foe. The tank will usually take out its own array in one or two shots.

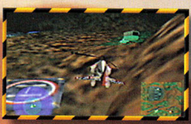


Mission 2: Rescue POWs

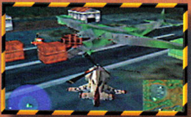
Your first order of business is to destroy any protection on the enemy's landing pads so that the rescue choppers can touch down safely. Your secondary goal is to go hunting for any POWs being transported in the enemy's trucks. Since most of your opposition is grounded, purchase AGM or LOS weapons.



1 Before you begin searching for POWs, clear the helipads of all obstructions. If you go after the prisoners first, they'll gather on the rescue sites where you risk picking them off when you're trying to blast away at the helipad's protection.

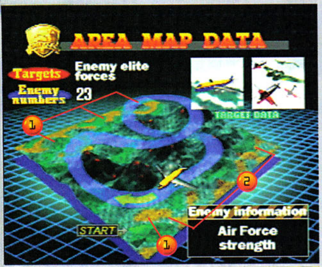


2 Try to destroy the POW transport trucks as close to the helipads as possible. Because the freed prisoners will have to hike to the pickup points, the farther they have to go, the more dangerous it will be.



3 To finish off the large cargo planes at the airport, shoot their wings and tail sections first. After these pieces have fallen off, start blasting away at the main body of the plane. Now collect the bonuses in the cargo boxes nearby.

COMBAT TIP: If you find a skull-and-crossbones box inside a blown-up building, either turn your vehicle around so that the boobytrap is outside your field of vision, or, if the box is directly below your copter, fly forward as fast as you can.



AREA MAP DATA

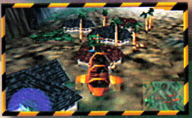
Targets: Enemy elite forces

Enemy numbers: 23

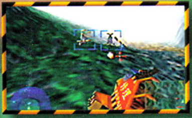
Enemy information: Air Force strength

Mission 3: Protect the President's Airplane

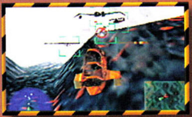
In Mission 3, you'll be forced to shift operations to the Aguara Volcanic Range. It seems that your ally, the President of the Republic of Nero, has flown into enemy airspace, and it's up to you to destroy all enemy aircraft before they can blow him out of the sky. Try to follow the president's flight path.



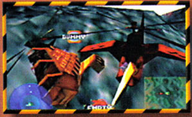
① If you have time, rip into the little villages that are located around the perimeter of the map. While most of the houses contain money boxes, there are also four Vulcan power-ups to be found—enough to make your gun a truly threatening weapon.



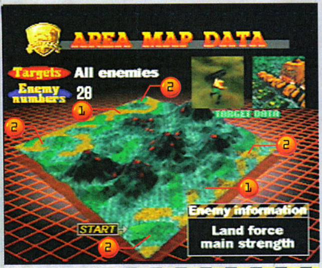
② Try attacking your enemies while flying backward over this flat patch of land. Your opponents will have limited maneuverability if you can stay close to the perimeter, and they'll often fly straight ahead while you let loose with Vulcan fire.



COMBAT TIP: Most of the aircraft in this mission have only one chaff to defend against homing missiles. To save ammo, wait for your missile to follow an enemy's chaff off the screen, then fire another while the enemy is flying defenselessly.



COMBAT TIP: Flying backward is sometimes the best way to take down your foes. They usually come straight at you, which makes them easier to target. When you're the one chasing them, they can loop around and blast you from behind, but that won't work here.



AREA MAP DATA

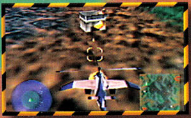
Targets: All enemies

Enemy numbers: 28

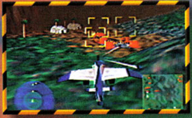
Enemy information: Land force main strength

Mission 4: Battle of Aguara

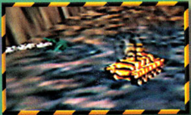
Your enemies have seen enough of your hotshot behavior, so they're planning an all-out assault to get you grounded for good. Now you must fly into the fray, go completely ballistic, and not come back until your last foe has fallen. See those red blips on your radar screen? Sick 'em!



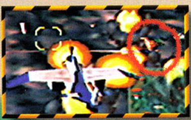
① Your secondary objective in this mission is to locate any hostages who may be stashed away in the enemy's buildings. Whatever you do, never use really heavy artillery to blow up these bunkers, because the resulting blast may harm the hostages.



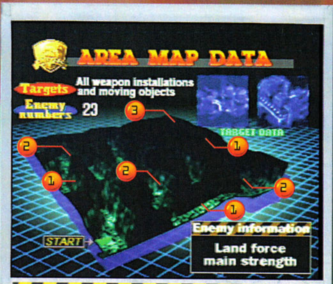
② You'll find the same villages in this mission as you did in the last, but this time they're heavily defended with ground-based weaponry. As you approach a village, switch to your AGMs and take out the big guns before they have a chance to fire.



COMBAT TIP: Since the nasty tiger tanks can chaff away your homing missiles three times in a row, the best attack strategy is to come in really close to these tanks then blast them back to the Stone Age with unguided cluster bombs.



COMBAT TIP: It's best to cluster-bomb these soldiers before they get the chance to grab the tail of your chopper. If they hitch a ride, not only will your helicopter be hard to control, but the guy won't fall off until you're hit by enemy fire.



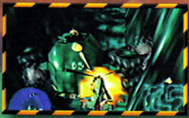
Targets All weapon installations and moving objects

Enemy numbers 23

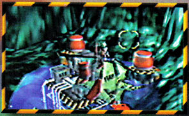
Enemy information Land force main strength

Mission 5: Destroy Installations

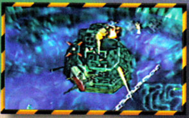
Intelligence claims that chemical weapons are being produced at an underground facility in the Compania Caves. Your targets are few, but the enemy forces will be extremely fierce. Besides maneuvering through the caverns at a slow pace, you should consider buying lots of AGMs and cluster bombs.



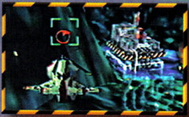
1 While these massive, grounded gunners may look intimidating, they're actually fairly easy to destroy. When you discover them hiding behind the cavern's low bridges, simply target them with a few short bursts of non-homing rockets and Vulcan fire.



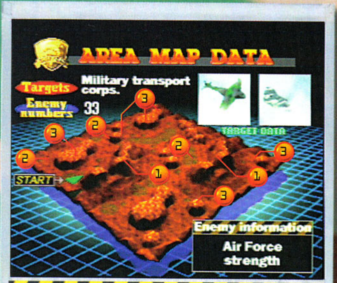
2 Your main goal in this mission is to sink the floating chemical factories. To take them out with the utmost efficiency, hit 'em with cluster bombs from a slight distance while keeping your gunship pretty close to parallel with the ground.



3 Because the huge hydroplane seems to have unlimited chaffs, you'll need to stick with your Vulcan guns and unguided weapons when trying to put a hole in the bottom of the boat. If you have cluster bombs left, the battle will be brief.



COMBAT TIP: Arm your AGMs to deal with the anti-aircraft defenses protecting the chemical plants and many of the cavern's longer passages. Try to lock on to them before you swing around a corner and have to fight them face to face.



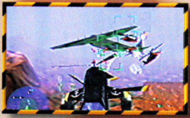
Targets Military transport corps.

Enemy numbers 33

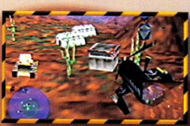
Enemy information Air Force strength

Mission 6: Down Transport Planes

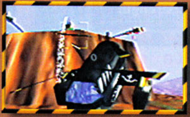
Your opponents are using transport planes to deliver new bombers to their base in the desert, and it's up to you to clip their wings. Although these four airships are slow moving and completely unarmed, you should expect the enemy's well-equipped land and air forces to act as their defenders.



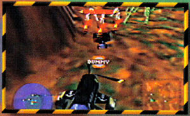
1 Besides having homing cluster bombs, you'll have to stay over higher ground to keep downing the cargo planes. If you're on top of the mesas, it's easy to keep the big ships in your sights. Also, pick up all the bonuses before you bomb the last plane.



2 If you want to rack up points, be sure to free the hostages stashed away in the enemy's bunkers. Most are protected by tanks and spy bots, so be sure to blast these baddies before carefully freeing the hostages with your Vulcan weapon.

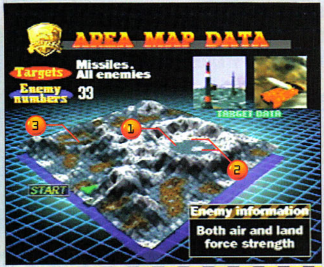


3 The numerous anti-aircraft gun emplacements can be a real pain if you're trying to make your way to the top of the towering mesas. Get rid of pesky defenses by launching AGMs while staying below and well back from the guns' line of sight.



COMBAT TIP: The missile carriers will present the greatest threat to you on this mission, especially if you let them land. Take along a few dummies, which, when launched, will fool the carrier's missiles into following the wrong target.

Mission 7: Eradicate Enemies



Targets Missiles. All enemies

Enemy numbers 33

Enemy information Both air and land force strength

Similar to the fourth mission, this mission requires you to eradicate every red blip that shows up on your radar. Unfortunately for you, you now have the added responsibility of destroying multiple missile sights while taking on much larger concentrations of air and ground combatants than you've ever faced before.

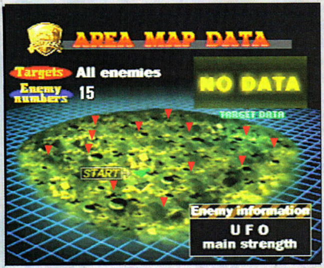
1 After polishing off all the enemies near the mission's starting point, be sure to head your chopper straight for the well-defended crater base. Targeting the base's ground forces from high up on the crater's walls will give you the advantage.

2 These large towers at the bottom of the crater hold numerous bonuses, most of which are money boxes. If you want to take the time to grab all the moola, make sure you target every section of the tower separately with your Vulcan weapon.

3 If you'd like to trade prisoners for points, don't forget to find this mini-bunker hidden away in the lower-left section of the map. You'll want to release them early in the mission so they'll have time to hike to the faraway pickup pad.

COMBAT TIP: You won't get a 100% enemy-destruction bonus unless you take out every last foot soldier in this battle. Instead of wasting your time and fuel by using your Vulcan weapon, just cluster bomb them in big bunches.

Mission 8: Save the Earth



Targets All enemies

Enemy numbers 15

Enemy information UFO main strength

As it turns out, your real adversaries have unearthly origins, and they maintain their base of operations on the Moon! Try to topple the mother ship by bursting all of her blue bubbles. It's a challenging feat to say the least. With any luck, your new mystery ammo will make this battle a little less lopsided.

COMBAT TIP: To have a shot at winning this melee, you should just ignore the UFOs and target your LOS rockets and Vulcan at only the blue domes beneath the mother ship. If you don't fire on the UFOs, they tend not to fire back.

SCORE
SHIELD

COMBAT TIP: Once you've polished off the mother ship's smaller domes, one last, larger dome will appear. Pop it and back off fast when the multiple attack drones emerge. Use homing plasma to defeat them, then watch the mother ship crash down.

COMBAT TIP: In order to win the Stingray, you first have to beat it in battle. Homing plasma will really help you here, but if you have to use more conventional weapons like LOS rockets, avoid firing on this zippy ship when its shield is up.

There are lots of moon bases around, but don't blast them apart for bonuses until after you've brought down the mother ship. To avoid being attacked while scavenging, aim your chopper straight down—the Stingray will usually leave you alone.

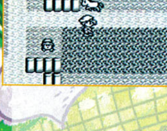
THE OLD HARVEST MASTER HAS KICKED THE BUCKET, BUT THIS IS NO TIME TO CRY OVER SPILLED MILK. HIS GHOSTLY SPIRIT HAS NAMED YOU HIS SUCCESSOR, AND YOU MUST TURN AROUND HIS RAMSHACKLE RANCH. BUT YOU HAVE ONLY A YEAR TO MAKE GOOD ON HIS LAST REQUEST, SO PAY CLOSE ATTENTION TO OUR FARMING FUNDAMENTALS.

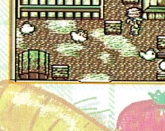
HARVEST MOON GB™

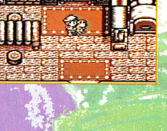
© 1998 Natsume

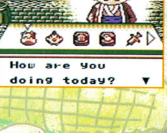
FARM-FRESH FUN

Harvest Moon GB isn't just about developing a farm and becoming a financial success; it's about finding happiness. The Super Game Boy compatible title rates you on how you treat your neighbors and raise your animals. The game offers many of the features found in its Super NES counterpart, plus a bushel of improvements. For example, your character can be a boy or a girl, and you can have a dog or a cat as your pet. There are four new kinds of produce, a magical underground cavern, and an assortment of nifty tools to help you get your chores done before the cows come home.







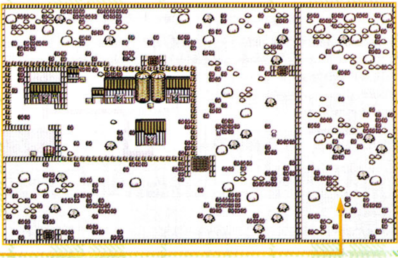


How are you doing today?

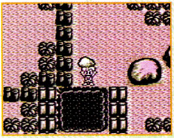
HOME IMPROVEMENTS

A REAL FIXER-UPPER

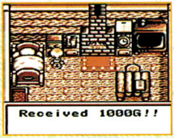
Your grandfather might have been a Harvest Master, but that was many years ago when this farm was in mint condition. Besides planting crops and raising animals, you'll have to clear the land of rocks and old tree stumps. You start each day with a limited amount of stamina, so you'll have to make every move count. Listed below are the best tips for farming out.



If you make it through your first year, you'll earn an additional plot of land for your spread.

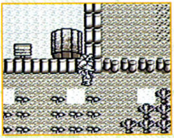


Don't waste valuable energy breaking up small rocks with your hammer. Pick up the rocks and drop them in the pond instead.

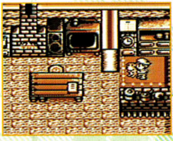


Received 1000G!!

One of the biggest breaks you'll find in the game is hidden in your dresser drawer. Use the cash to buy extra seed.



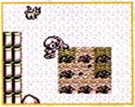
Until your horse is old enough to carry crops in the Saddlebags, grow your crops as close as possible to the shipping crate.



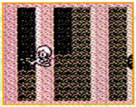
Don't worry about expanding your house until you have a steady cash flow from your animals and the crops in your fields.

PLOT YOUR PLOTS

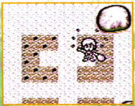
You can plant your fields any way you like, but you'll have a slow time watering, picking and transporting your produce to the shipping crate if you don't plan ahead. Listed below are the pros and cons for the most popular planting patterns.



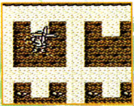
Square plots use all the seeds in each sack, but you won't be able to reach the crops in the middle.



Rows are the quickest to water with a sprinkler, but you can harvest only 66% of the seeds that you sow.



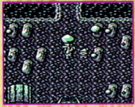
C-shaped plots are wasteful designs that grow only 55% of the seeds from each sack you sow.



U-shaped plots are productive and easy to water, allowing you to harvest 89% of your planted seeds.

"I'D LIKE TO THANK ALL THE LITTLE PEOPLE..."

Harvest Sprites live in the caverns beneath your farm. These magical creatures will help you by powering-up the tools in the Tool Shed, but first you'll have to earn their trust by giving them gifts or by helping them when they need it. Be sure to visit them often, especially after soaking in the Hot Springs.



Harvest Sprites like eating the mushrooms beneath the Tool Shed. Earn their trust by picking one for them whenever you visit.

YOUR MONEY WELL SPENT

THE TOOLS OF YOUR TRADE

Not counting the nine different types of seed, there's room for twenty items in the Tool Shed. If you've already played Harvest Moon on the Super NES, one glance will tell you that this game has a ton of new gadgets and gizmos for getting the chores done down on your farm. Check out our chart for the hardware facts before you start working your fields.

Axe/Super Axe Use the Axe to chop up stumps. Tell the truth to the Harvest Goddess to earn the Super Axe.	**Hammer/Super Hammer** The Hammer can break large rocks. You'll have to remodel your house to earn the Super Hammer.	**Hoe/Super Hoe** Use the Hoe to till your fields. The Harvest Sprites will turn it into the Super Hoe if you're helpful.
Sickle/Super Sickle The Sickle can cut tall grass. You'll get the Super Sickle if you keep helping the Harvest Sprites.	**Watering Can** You'll get the Watering Can as a bonus when you buy seeds for the first time at the Flower Shop.	**Sprinkler 2,000 GP** Ann will make a Sprinkler for you. Look for it in the Tool Shop on the 19th day of spring.
Umbrella Only a true Harvest Master can open the magical Umbrella and make it rain on a sunny day.	**Lumber 500 GP** You can earn lumber by chopping up the stumps on your farm or by buying it at the Carpenter Shop.	**Cow Bell** Call the cows with your Cow Bell. You'll get it as a premium when you buy your first cow.
Brush 800 GP The Brush is sold in the Tool Shop. Brush your cows every day to keep them happy and healthy.	**Milker 1,800 GP** The Milker is also sold at the Tool Shop. You'll need to use it to milk your well-fed, mature cows.	**Cow Food 700 GP** If your silo is running low, you can always go to the Animal Store to buy extra Cow Food.
Chicken Feed 500 GP Use Chicken Feed only when your silo is empty. This expensive food will quickly drain cash reserves.	**Medicine 1,000 GP** Your cows will get sick if you neglect them. Buy Medicine from the Animal Store to cure them.	**First Aid Kit 2,000 GP** The First Aid Kit is an improved Medicine vaccine. Buy it at the Animal Store the second year.
Cow Potion 4,000 GP Farm-raised cows are happier than store-bought cows. Buy this potion if you want to raise a calf.	**Pick Axe** Only a Harvest Master can wield a Pick Axe. You might get it as a gift at the end of the year.	**Saddlebags 2,500 GP** The Saddlebags work just like a portable shipping crate. Look for them during your second year.
Butter Churn 30,000 GP Ann will make a Butter Churn during the second year. Visit her Tool Shop to see when it's done.	**Cheese Maker 30,000 GP** Ann will also construct a useful but very expensive Cheese Maker for you during the second spring.	**Fishing Pole** You won't get the Fishing Pole until you're a Harvest Master. You can fish inside the caverns.

REVIVE YOUR ENERGY

Each day you'll have to expend energy to get the work done around your farm. You can revive some energy by eating, drinking or soaking in the Hot Springs. Find out how much energy you can restore on the chart below.

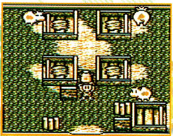
Item/Activity	Restores
Meat Dumpling	**10 points**
Rice Ball	**20 points**
Croissant	**30 points**
Cake	**25% power**
Lunch	**50% power**
Milk	**10 points**
Green Tea	**20 points**
Wild Grape Juice	**30 points**
Apple Juice	**50% power**
Orange Juice	**100% power**
Soak in Hot Springs	**20% power**

BERRY, BERRY GOOD

Finding a Power Berry will extend your stamina by five points. Try digging around for Power Berries in your fields. You can find out how many berries you've collected by counting the Power Berry Plants growing in the flower box inside your house.

RAISING ANIMALS

While it won't help your cash flow, you'll earn a high happiness score if you raise chicks and calves on your farm instead of buying them at the Animal Store. Your cows produce more milk when they're happy, so talk to them and brush them every day. You can also take them on walks on sunny days. Chickens require much less care, but they eat as much feed as cows.

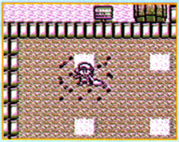


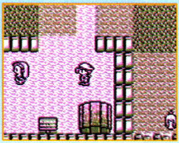
Your cows become happy whenever you brush and talk to them. Try taking them out for a walk, too.

Feed your chickens every day. If you miss a feeding, they'll refuse to lay eggs for three days straight.

SPRING

Starting work on your run-down farm seems overwhelming, especially when you consider the staggering number of tasks that need to be done right away. Play it smart by clearing a small portion of your land around your shipping crate where you can plant vegetables, then plow a tiny plot for growing grass. If you're in need of extra cash, don't forget to pick the mushrooms growing beneath the Tool Shed. You should have at least one chicken and a chick in your coop before summer arrives.


Try to plant your first batch of crops close to the shipping crate.


Add more plots of grass later in the spring as you raise more chickens.

FARMER'S ALMANAC

1st	**Clear Your Land**	In the morning, make a trip to the Flower Shop and buy some seed. Don't bother clearing your entire spread—just clear enough to plant five potato fields and some grass.
10th	**You Get a Horse!**	A lost horse will wander into your fields today. When the horse matures, you'll be able to load produce into the Saddlebags, reducing your trips to the shipping crate.
24th	**Last Day to Plant Potatoes**	This is the last day you can put potatoes in the ground and harvest them before the first day of summer. The 25th day of spring is the last day to plant radishes.
27th	**A Picnic!**	The picnic will improve your happiness score, and there's little you can do to avoid going. Make sure you feed your animals before you turn in at the end of the day.

SEASONAL CROPS

Potatoes

Price: 150 GP **Yield: 80 GP**

Potatoes take longer to grow than turnips, but these vegetables are the best cash crop in the spring.

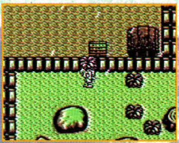
Turnips

Price: 120 GP **Yield: 60 GP**

You'll get quick cash growing turnips, but it's a good idea to switch to potatoes to make more money.

SUMM

Your farming work will kick into high gea This profitable time of year is your golden c riches of the cash crops that cost little to priced produce. Use the revenue from you dozens of seeds and expand the plots arour Stay up late plowing your fields and plan start turning a profit, use the cash from your tle and make improvements to your home.


Work into the night to prepare your fields for growing corn or tomatoes.

Make sur picked be

FARMER'S ALMANAC

1st	**Buy A Sprinkler**	If you haven't spent Sprinkler, buy it nov is essential for bala when the crops are
	Earthquake!	An earthquake will between the first a Take your axe to th you feel the earth n
	Monsoon Season	The summer is a no soons, and one is gu year. Watch the we warnings so you ca
26th	**Last Day to Water Tomatoes**	This is the last day tomatoes and harve 27th is the last day Concentrate on cut

SEASONAL CROPS

Tomatoes

Price: 200 GP **Yield: 100 GP**

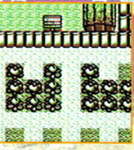
You won't earn a pile of money growing tomatoes instead of corn, but these red beauties ripen really fast.

Price: 3

Corn is exp crop becau ing it with

ER

r during the summer. pportunity to reap the grow and yield high- r spring crops to buy d your shipping crate. ting grass. When you crops to purchase cat-



e you get all your crops fore the first day of fall.

the 2,000 gold on the v. This time-saving tool ncing your workload ready for harvest.

occur sometime nd tenth day of summer. e Harvest Goddess after nove beneath your feet.

torious time for mon- aranteed to strike every ather reports on TV for n prepare for the worst.

you can water your est a crop before fall. The you can water your corn. ting grass for winter.

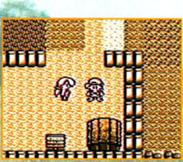
Corn

00 GP Yield: 120 GP

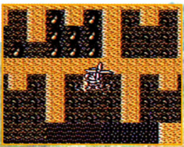
pensive, but it's the top use you can keep harvest- out buying more seeds.

FALL

You won't make a mint growing crops in the fall, but you can supplement your income with milk and eggs from your maturing animals. If you're aiming for a high happiness score, the fall is the best time to try raising a calf. This is the last chance you'll have to plant and harvest grass to feed your animals. Spend your money carefully and wisely. You can beat a potential winter cash crunch by stocking your pantry with extra food and beverages now, so you'll have one less expense later.



Helping a neighbor in need will enhance your happiness score.

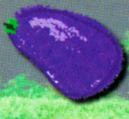


In the fall, cutting the grass should be as important as watering it.

FARMER'S ALMANAC

9TH **Raise a Cow**	This is a strictly optional step since your expectant cow won't be producing milk, and you'll lose money for a season. Visit the Animal Shop for the cow-raising details.
10TH **Stock the Pantry**	Before you blow all the money from your summer crops, go to the Restaurant and load up on food for your pantry. You can buy up to 99 croissants, rice balls and dumplings.
15TH **Clear Your Farm**	Clearing the rest of your farm raises your farming stats at the end of the year. Haul away or break up the rocks in the field and cut up any remaining tree stumps.
20TH **Last Day to Plant Grass**	This is the last day of the year that you'll be able to plant and harvest grass before winter. Make sure you have enough in your silo to feed your animals until spring.

SEASONAL CROPS



Eggplant

Price: 150 GP Yield: 60 GP

Eggplant grow in just five days. There isn't a big demand for the crop, so you won't make a huge profit.

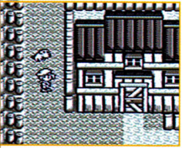
Peanuts

Price: 200 GP Yield: 60 GP

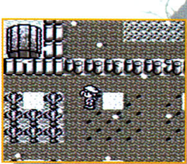
Peanuts mature in seven days. Peanut seeds are more expensive than eggplant, so your profit margin is less.

WINTER

If you have not stocked up on feed and food, winter will be the toughest thirty days of the entire year. Unlike the first Harvest Moon on the Super NES, Harvest Moon GB features new, hardier crops that can grow in cold weather. The winter crop seeds have a high price tag, which might leave impoverished farmers feeling left out in the cold. If you're short on cash, remember that you can always make a little additional money by picking the mushrooms growing beneath the Tool Shed.



rass won't grow in the winter, so nake sure you've stocked your silo.



Carrots will turn a winter profit if you have enough cash for the seeds.

FARMER'S ALMANAC

19TH	**Last Day to Plant Broccoli**	This is the last day you can plant broccoli and harvest it before spring. The 23rd is the last day you can plant carrots. Use the money to buy feed when you need it.
20TH	**Catch the Bird**	A neighbor girl has lost her pet bird. If you look around for it, you might be able to help her. Finding the bird will raise your overall happiness score in the game.
24TH	**Winter Party**	Depending on where you are and what you're doing, someone may stop by your farm today and invite you to a party. Attending the event will raise your happiness score.
30TH	**Your Evaluation**	On the last day of winter, your grandfather will revisit you and tell you how well you've done on the farm. Depending on your success, he might give you some nifty gifts.

SEASONAL CROPS

Broccoli

Price: 500 GP **Yield: 120 GP**

Broccoli is expensive and slow to grow. Of all the crops in the game, it nas the lowest profit margin.

Carrots

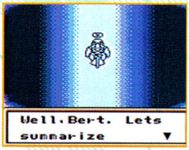
Price: 300 GP **Yield: 120 GP**

Carrots are a cool cash crop that grow almost as fast as eggplant, but the seeds cost as much as corn.

NEXT YEAR

MASTER OF ALL YOU SURVEY

If your grandfather likes your work, you'll become a Harvest Master. After you see your scores and statistics, the game will move on into the next year. Then you'll find that your farm has more land, and Ann will be selling new gizmos like the Cheese Maker. You'll now own the farm, and sky will be the limit–as the Harvest Master, you'll decide when the game ends.



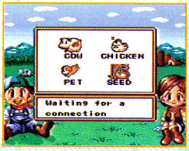
Well, Bert. Lets summarize ▼

Grandpa is back to tell you how well you've done on the farm. He'll show your happiness score and judge how well you did growing crops, clearing land and raising animals.

THE FARMER'S MARKET

What? You want to start a new game and erase your prized cows and all your hard work? Don't let your hard work go to waste–share your best animals with a fellow farmer through the Game Boy Game Link Cable. Pick up the phone inside your ranch and call the Ranch Center to make your trades.

Hello? Hello? Buddy, can you spare a prized cow or two? How about my pet dog for your cat? Trade your livestock with a fellow farmer through a Game Link Cable.



Waiting for a connection

WHAT'S IN A NAME? A FINAL SECRET

How you enter your name determines which crops you'll be able to buy and grow. Capitalize the first letter in your name to grow eggplant and carrots. Leave the first letter in your name in lower case to grow peanuts and broccoli. If you want to grow all four crops, replace the first letter in your name with a symbol, such as a heart.

Buck
Bumble™

coming soon to your N64
from Ubi Soft
NINTENDO POWER

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MISSION: IMPOSSIBLE™

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It's here at last! Infogrames' Mission: Impossible places you in the role of super agent Ethan Hunt for 23 stages of covert intrigue. This N64 thriller includes some of the action feel that made GoldenEye 007 a hit, along with challenging logic puzzles, feats of skill and linking cinema scenes. Since so much of the game involves puzzle-solving, we felt it was important to limit our coverage to key tips. If you are caught or killed, the secretary will disavow any knowledge of your actions. Good luck.

ICE HIT

Your first IMF mission, Ethan, is to stop the insane plans of an arms dealer who would start a nuclear war. In a once-abandoned submarine base on the North Sea, arms shipments to dictators around the world have resumed. With your IMF team, you must penetrate this facility and destroy it before the nuclear cargo is shipped.

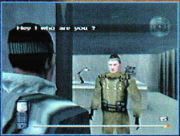
LUNDKWIST BASE

This base just outside the perimeter of the submarine port will be the easiest place to slip inside unnoticed. Once there, you should disguise yourself so that you fit in, then look for a way to reach the sub pen area.

OBJECTIVES:

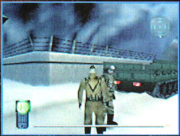
- GET TO SUB PEN WITH CLUTTER
- CHANGE IDENTITY
- FIND AN EXCUSE FOR ERRAND

CHANGE IDENTITY



Look for an important person, not a guard, before using the Face Mask tool.

FIND AN EXCUSE



Access to the sub pen is restricted. Give the guard something that must be delivered in person.

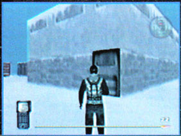
SUB PEN

The frigid cold will destroy your mask by the time you reach the sub pen, so you'll be an obvious target. You may have to use your gun, but try to limit your shots since they can draw attention to you.

OBJECTIVES:

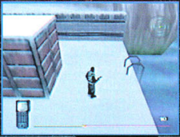
- FIND MAGNETIC BOMB
- GIVE BOMB TO CLUTTER
- JOIN DOWEY FOR GETAWAY

FIND MAGNETIC BOMB



The magnetic bomb that Clutter will use to sabotage the submarine is being kept out of the cold in a bunker. Get it.

JOIN DOWEY FOR GETAWAY



Before you escape, you may have to set off an explosion on a boat on the far side of the sub pen.

RECOVER NOC LIST

The NOC list contains the names of all CIA operatives working undercover in the old Eastern Bloc. Two of our agents have already attempted to retrieve the missing half of the list, but it is believed that they have been compromised. The computer list is being kept in the KGB HQ, which is connected to the Russian Embassy. That's your way in, Ethan. If you can save Davies and Barnes, do it, but get the NOC list at any cost.

EMBASSY FUNCTION

The embassy function won't be a party. Although you have access, the armed guards will be looking for anything suspicious. If you can contact our operatives inside, you may have a chance. The key is to get into the security area on the second floor.

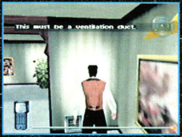
OBJECTIVES:

- FIND FACEMAKER
- FIND SCORE
- FIND NAUSEA POWDER
- FIND DRINK
- PLACE SMOKE GENERATORS
- ELIMINATE KILLER
- ASSUME AMBASSADOR'S AIDE'S I.D.
- ACCESS RESTRICTED AREA

FIND FACEMAKER

Pick up the Facemaker from Agent Davies in the embassy, but be careful during the exchange.

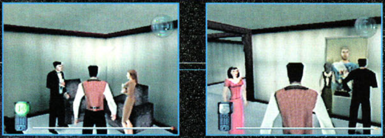
PLACE SMOKE GENERATORS



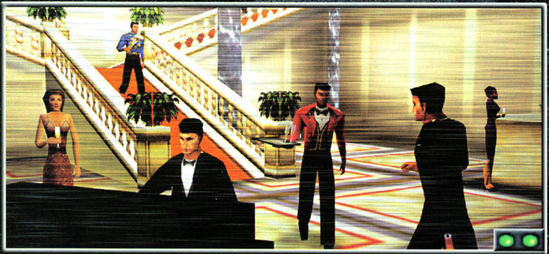
This must be a ventilation duct.

You'll need a diversion when you try to escape. Smoke generators in the ventilation ducts should do the trick.

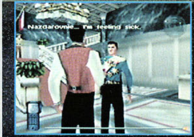
ELIMINATE KILLER



We've received reports that an assassin may be waiting in the embassy, or maybe it's just a double agent with an axe to grind. Identify the killer, then eliminate the threat, but be discrete. You'll have just one shot.



ACCESS RESTRICTED AREA



Nazdarovnie... I'm feeling sick.

The guard won't let a stranger into the security area on the second floor. Perhaps the ambassador's aid will offer a solution.

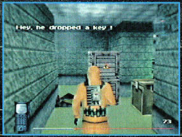
EMBASSY WAREHOUSE

The basement warehouse links the embassy to the secret headquarters of the KGB. We suspect that it's booby-trapped, and there will certainly be guards present. Your objectives are to find a way through the maze and to stay alive.

OBJECTIVES:

- FIND EXIT KEY
- ACCESS EMBASSY HQ

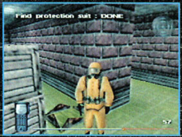
FIND THE EXIT KEY



Hey, he dropped a key !

The KGB won't leave the key just lying around. You'll probably have to take it from a guard.

FIND OXYGEN

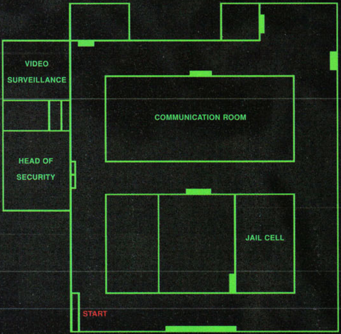


Find protection suit : DONE

Our intelligence indicates that poison gas is kept in the warehouse. You may want to look for a protective suit.

KGB HEADQUARTERS

This will be your biggest challenge, Ethan. Inside KGB HQ your disguise may not hold up for long, and everyone is armed. We believe Candice is being held here, and possibly Barnes, as well. Brute force won't get you anywhere. You'll have to dupe the guards if you hope to free the prisoners.



FIND VIDEO FREEZER

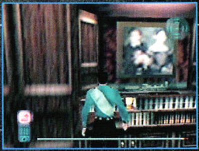
Not just anyone can walk off with this piece of technology. Only a senior security official will have clearance.

The hallways of the HQ complex will be patrolled by armed guards. Whatever you do, don't pull out a gun where it can be seen. In disguise, you'll have access to most rooms, but that may not be enough. You may need a new face.

OBJECTIVES:

- TALK TO BARNES
- FIND VIDEO FREEZER
- FIND FACEMAKER CARTRIDGE
- FIND DART GUN
- SABOTAGE VIDEO LINK
- FIND EXIT PASSCARD
- GET TRANSFER ORDER
- ESCAPE WITH CANDICE

SABOTAGE VIDEO LINK



Once you find the video security room, which may be hidden, use the Video Freezer.

GET TRANSFER ORDER

Once the video cameras are off line, an IMF colleague outside the embassy will transmit a false transfer order.

SECURITY HALLWAY

The KGB never takes half measures when it comes to security. The corridors leading to the computer complex in the old sewage works have been booby-trapped with electrical floor panels and overhead automatic guns. Chances are you'll also run into armed guards. Candice should be able to lend a hand.

OBJECTIVES

- SECURE PASSAGE FOR CANDICE
- ACTIVATE MASTER SWITCH

SECURE PASSAGE FOR CANDICE

Dedicated guards with no sense of humor lurk around every corner. Make their day.

ACTIVATE MASTER SWITCH

On the far end of the hallway, look for the switch that deactivates the security measures.

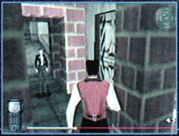
SEWAGE CONTROL

The KGB located its best computer analysis complex in the old Sewage Control facility because it's out of the way and it keeps the super computers cool. We believe this is where you'll find the NOC list. Since the list is encrypted, they'll be working on it night and day. If you find the main computer, Candice will do the rest.

OBJECTIVES:

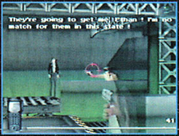
- FIND THE SUPER COMPUTER
- PROTECT CANDICE
- GET THE NOC LIST
- ESCAPE

FIND THE SUPER COMPUTER



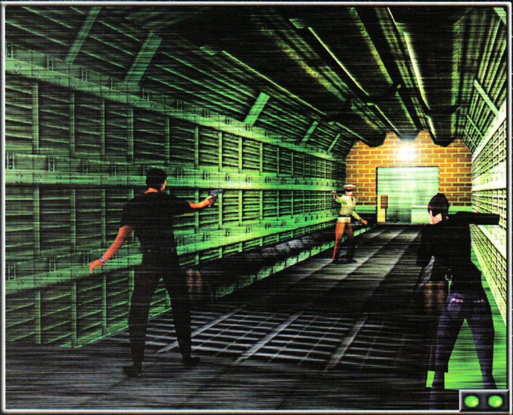
The main computer room won't be easy to access. Its door is thought to be activated by a timing switch.

PROTECT CANDICE

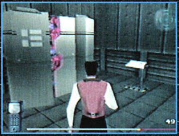


They're going to get me! Ethan ! I'm no match for them in this state !

Since Candice is the only one who can download the NOC list, her survival is essential.

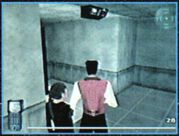


GET THE NOC LIST



If you see to it that Candice reaches the main computer room, she'll download the NOC list onto a disk.

ESCAPE



Getting out of the facility should present no problems, but keep a lookout for armed guards.

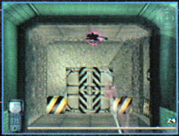
FINISH THE MISSION

With the NOC list in hand, you'll be the target of every KGB agent in the city. Watch out for automatic systems, too. If you can find Golystin's mask, you can complete Barnes' mission on the way out. To complete the mission, you'll have to unjam the video security back at HQ.

OBJECTIVES:

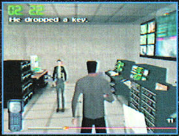
- SECURE PASSAGE FOR CANDICE
- FIND THE MASK OF GOLYSTIN
- UNFREEZE VIDEO CAMERAS
- ASSUME GOLYSTIN'S IDENTITY
- FIND THE EXIT KEY
- EXIT INTO THE SMOKE WITH CANDICE

UNFREEZE VIDEO CAMERAS



If you unfreeze the video cameras and put on Golystin's mask, you can see to it that Barnes' mission wasn't in vain.

FIND THE EXIT KEY



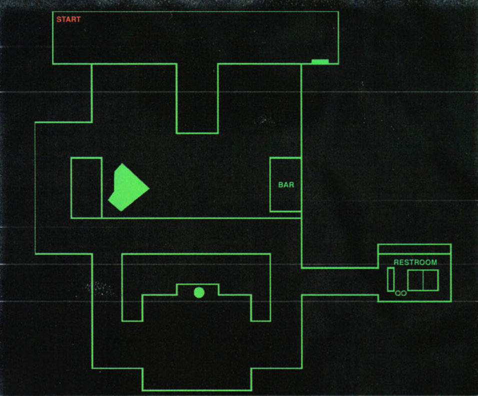
02 22

He dropped a key.

The double doors to the embassy are locked, so you'll have to find an exit key. It's probably being kept by a guard.

FIRE ALARM ESCAPE

All your careful planning will pay off if you make it back to the embassy while the smoke generators create a diversion. One of our agents will be disguised as a fireman responding to the blaze, and he can get you out. The first moments will be the most dangerous, since you'll be out of disguise and guards are running around everywhere.

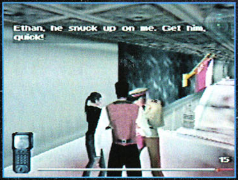


With smoke filling the ballroom and corridors of the embassy, it won't be easy getting around. Memorize the layout ahead of time, particularly the location of the bathroom, which is the farthest point from where you enter the embassy on the second floor.

OBJECTIVES:

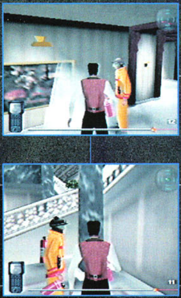
- SECURE ACCESS TO THE LIFT
- FIND JACK
- DRESS AS A FIREMAN
- GIVE CANDICE A FIREMAN OUTFIT
- ESCAPE THE EMBASSY

SECURE ACCESS TO THE LIFT


Ethan, he snuck up on me. Get him, quick!

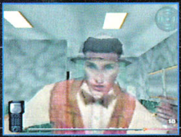
It's too risky for both of you to look for Jack. Make sure Candice gets to the lift where she can wait.

FIND JACK



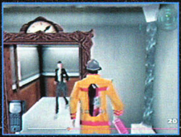
Look for your contact near the bottom of the main stairway. He'll be dressed like the other firemen. If you're accosted by a security guard, fight him or spray him with a fire extinguisher. Don't risk exchanging the extra firemen's suits in the open. Go to the bathroom to make the switch.

DRESS AS A FIREMAN



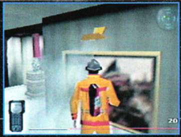
Sometimes disguises don't have to be elaborate at all. A coat and hat can be enough.

GIVE CANDICE A FIREMAN OUTFIT



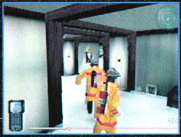
Since Jack gives you two fireman's suits for disguises, you should return to the elevator and give the second suit to Candice.

DON'T ACT SUSPICIOUS



Act cool on the way to the embassy. A real fireman wouldn't fight security guards, for instance, or run at top speed.

ESCAPE THE EMBASSY



The smoke generators won't last forever. Make your way to the double doors in the hallway and escape.

ESCAPE FROM THE CIA

In spite of your success in Europe, the CIA isn't happy with your performance. In fact, they think that you're a mole working for the other side. Only Candice has faith in you, and she will help you escape from one of the most heavily secured buildings in the world. If that's not enough, you'll also have to steal the NOC list again.

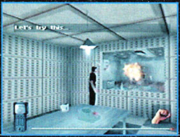
INTERROGATION ROOM

After being grilled by your superiors, who are ready to toss you in prison and throw away the key, you will be left alone while a knockout drug makes you woozy. You'll have only a limited time to escape before the drug turns you into a zombie. If you make it to the infirmary, talk to the doctor about an antidote, but don't hang around for long.

OBJECTIVES:

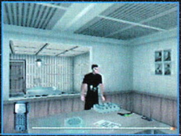
- ESCAPE FROM INTERROGATION
- PICK UP EQUIPMENT
- GET INTO THE HALLWAY
- GET OUT OF THE INTERROGATION SECTOR
- TAKE FREE ACCESS PRINT
- FIND SERGEANT FOR SAS ACCESS
- REACH ELEVATOR TO INFIRMARY

ESCAPE FROM INTERROGATION



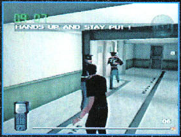
Open the two-way mirror using the button on the back wall, then blow the glass with the explosive gum.

PICK UP EQUIPMENT



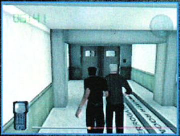
One dart gun, one fingerprint analyzer, and one scanner are all the help you'll get, or need, to escape.

TAKE FREE ACCESS PRINT

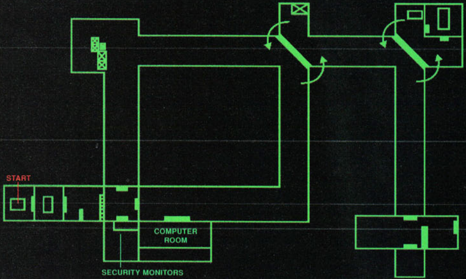


Since the guards have access to the secure areas, you can take their fingerprints to open locked doors.

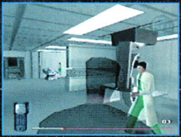
REACH ELEVATOR TO INFIRMARY



An unloaded gun can be as persuasive as a lethal weapon. You may have to "persuade" a senior man to access the lift.



FIND ANTIDOTE



Stagger around the perimeter of the room until you reach the doctor. He'll probably suggest that you see the nurse for an antidote.

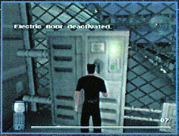
CIA ROOFTOP

If you thought security was tight inside CIA HQ, wait until you attempt to bypass the guards and systems on the roof. Candice has set things up so that you can escape, but not until you retrieve the precious NOC list from the main CIA computer. The only way to reach it is from the roof.

OBJECTIVES:

- SABOTAGE HELIPORT LIGHTS
- FIND BAG OF EQUIPMENT
- FIND ZONE DIGITCARDS
- FIX LIGHTS
- INSTALL EMS NEAR HELIPORT
- ENTER SECURITY LEVEL
- FIND SECURITY LEVEL CODE
- MEET CANDICE

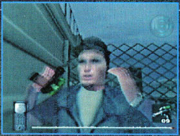
SABOTAGE HELIPORT LIGHTS



Electric floor deactivated.

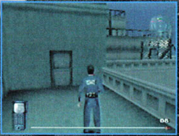
You'll need an excuse to get into the secure area. Sabotaging the lights gives you all the excuse you'll need.

FIND BAG OF EQUIPMENT



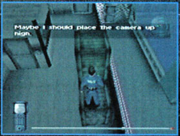
Candice included essential gadgets and a maintenance man's disguise for you in the bag.

FIND ZONE DIGITCARDS



Knock out the guard on the left patrol route to get a digitcard. The second card is beyond a locked door.

FIND SECURITY LEVEL CODE



Maybe I should place the camera up high.

Use the video camera to record the security code. The trick will be placing it in the right spot.

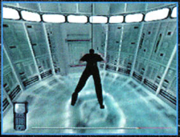
TERMINAL ROOM

The ventilation access shaft is crisscrossed with lasers and alarms. The only way to navigate this dangerous maze is by using the C Button cameras to shift your perspective. Once through, you'll have to swing across to the door in order to lock it out. Then you'll have to reach the computer and download the NOC list.

OBJECTIVES:

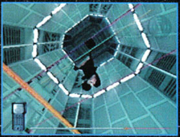
- SWITCH ON THE COMPUTER
- GET THE NOC LIST
- ESCAPE

SWITCH ON THE COMPUTER



Once you're at the correct height, swing until you reach the computer console. The rest is easy.

ESCAPE



Once the NOC list is on your disk, you'll swing back over the floor. Immediately pull yourself up the ventilation shaft.

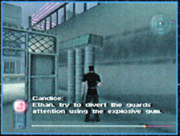
ROOFTOP ESCAPE

The final dash to the chopper is even more dangerous since you'll be recognized by any guards who see you. A diversion could be useful as you try to enter the restricted heliport area–perhaps a blown duct would suffice. When you reach the heliport, don't forget to get rid of the EMS jamming system.

OBJECTIVES:

- JOIN THE HELIPORT
- DEACTIVATE EMS
- ESCAPE WITH THE HELICOPTER

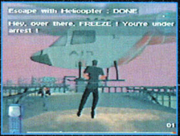
CREATE DIVERSION



Candice:
Ethan, try to divert the guards attention using the explosive gum.

You need to attract the attention of the guards without revealing yourself. Blowing up the ducts should serve that purpose.

ESCAPE WITH THE HELICOPTER



Escape with Helicopter : DONE

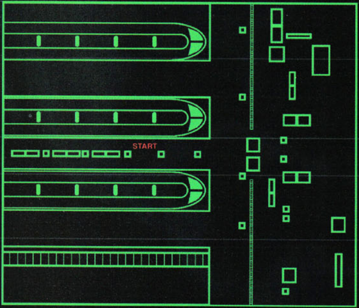
Hey, over there, FREEZE ! You're under arrest !

If you reach the chopper, destroy the EMS and disable the guards. You'll have nowhere to go but up and away.

MOLE HUNT

Disavowed and on the run, you have no choice but to try to dig up the mole in order to clear your name. The plan Candice has cooked up involves selling the NOC list to Max in exchange for the name of the mole. The meeting is set for Waterloo Station in London, but nothing ever turns out as simple as you might hope. Luckily, you have extra help.

WATERLOO STATION

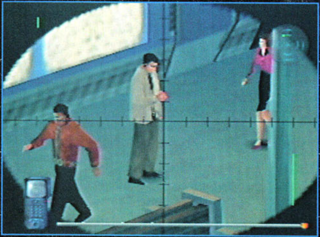


OBJECTIVES:

- PROTECT ETHAN
- TAKE THE TRAIN

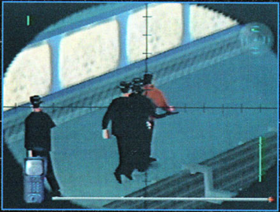
Two ex-CIA operatives have sided with Ethan and Candice for the meeting with Max. Located in the rafters of the train station, they are equipped with sniper rifles to protect Ethan. When Max's henchmen open fire, use the snipers to keep Ethan safe. You'll have to switch between the two snipers using the B Button. Be careful to avoid innocent bystanders.

DON'T SHOOT CIVILIANS



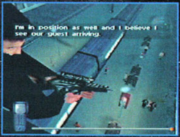
If you shoot a civilian for any reason, the game is up. Make sure that your targets have drawn weapons before you shoot.

FIRING THE FIRST SHOT



It might make sense to take out the gunman closest to Ethan first, then shoot the trailing thug before he has a chance to react. Your aim will have to be perfect, though, or you'll hit Ethan.

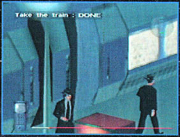
PROTECT ETHAN



I'm in position as well and I believe I see our guest arriving.

Protect Ethan by shooting bad guys. Get rid of the first two thugs with two shots, then target other gunmen as they appear.

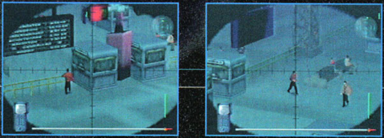
TAKE THE TRAIN



Take the train : DONE

Once Ethan has survived the attacks from Max's henchmen, he'll meet up with Candice and get on the train to follow Max.

USE BOTH SNIPERS



Ethan covers a lot of ground while looking for Max, and you'll have to keep him in your sights the entire time to protect him. The only way to do that is to shift between your two snipers.

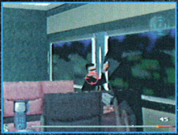
TRAIN CAR

There's a reason nobody travels by train these days. It's because they're filled with gun-toting secret agents. Your desperate mission is to hunt down Max on the crowded train, take out her body guards, avoid hurting civilians, and recover the NOC list. Candice thinks that the real mole might be on the train, as well. You'll have to be a sharpshooter here more than in any other stage because your ammo is limited.

OBJECTIVES:

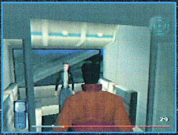
- NEUTRALIZE MAX'S HENCHMEN
- MEET CANDICE
- BLOCK THE EXITS
- NEUTRALIZE MAX'S HENCHMEN
- FIND NOC LIST
- AVOID THE BOMB EXPLOSION

NEUTRALIZE MAX'S HENCHMEN



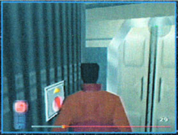
Aim high and use the cover of walls, compartments and seat backs. Use the C Buttons to move sideways and zoom while aiming.

MEET CANDICE



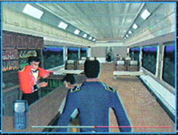
If you make it past all the trigger-happy henchmen, you'll find Candice in a compartment. She'll hand over the Facemaker and gas capsules.

BLOCK THE EXITS



After blocking the exit in the passage between train cars, you'll have more henchmen to face and the NOC list to retrieve.

AVOID THE BOMB EXPLOSION



The bomb is in the baggage car at the end of the train, but first you'll have to go forward and get the NOC list. A new face might come in handy.

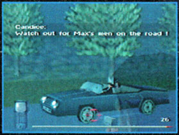
TRAIN ROOF

Once it is clear that Phelps is the mole, the chase is on to catch the traitor before he links up with the helicopter. There's only one objective, but it's a tough one since Phelps's henchmen are guarding the roof. Pick up a dropped rocket launcher when you get the chance.

OBJECTIVE:

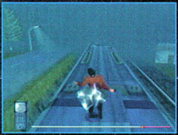
- CATCH PHELPS

EYES ON THE ROAD



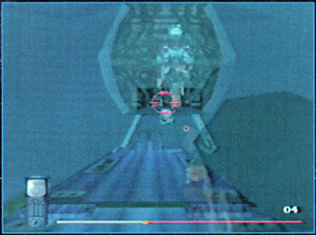
In addition to watching for the bad guys on the roof of the train, keep a lookout for danger from the highway. More of Phelps's men will drive by and shoot. Don't ignore them, because they won't go away.

DON'T GET SHOCKED

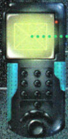


The Y-shaped extensions on the roof of the train are the electrical connections. If you touch one, you'll get zapped. Stay clear of them while chasing Phelps toward the back of the train.

SHOOT THE HELICOPTER



Even worse than thugs in cars and thugs on the roof are the thug-filled helicopters that hover overhead. Shoot them all, zooming in on the pilot with the top C Button.



ICE STORM

Five nuclear missiles have turned up back at the sub base. Now that you've been reinstated in the IMF, you're in charge of the operation–the most complex to date. You'll have to secure communications, find the equipment that was dropped earlier, and ruin the planned sales of the missiles. Good luck.

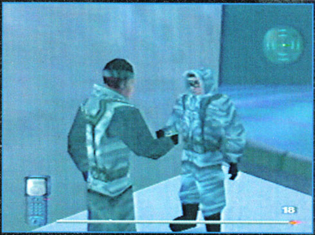
SUB PEN

This is a search and destroy mission. You'll find essential equipment scattered about as a result of the air drop. Use your scanner radar to find the equipment and work closely with your team. The sub pen area is heavily guarded, so you must be careful. Stay between cartons and close to buildings, and pick up guns whenever possible.

OBJECTIVES:

- GET AF SCRAMBLER
- GET THE MINE
- TAKE CLUTTER THE A.F.S. AND MINE
- GET THE GAS INJECTOR
- GET THE R.C. DETONATOR
- GET THE EXPLOSIVES
- SABOTAGE THE PUMP HOUSE
- REGROUP ON THE COM. BUILDING

TAKE CLUTTER THE A.F.S. AND MINE



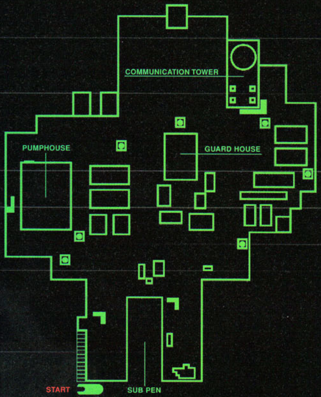
Look for the first two items close to the pier. One will be found on high and the other will be out of the light.

TUNNEL

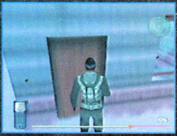
The tunnel linking the two sections of the base must be destroyed, and the only way to do it is by using explosives in key positions inside the tunnel. Of course, as always you should expect to find fierce resistance. Even here you'll find armed guards, and your ammo will be limited.

OBJECTIVES:

- FIND THE EXPLOSIVES
- SABOTAGE THE ANCHOR BOLTS

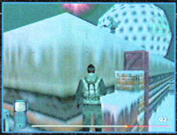


PLACE THE GAS INJECTOR



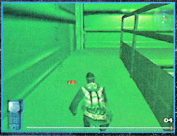
If you need to enter a heavily guarded building, place the gas injector outside the door to poison all those within.

REGROUP ON THE COM. BUILDING



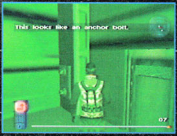
Join the other IMF team members on the roof of the Com. building. Jump up the stack of crates and take care of any resistance.

FIND THE EXPLOSIVES



Look for explosives in the tunnel. When you jump off onto the platforms, explore the catwalks until you find a bundle of dynamite. With luck, there should be enough for the task.

SABOTAGE THE ANCHOR BOLTS



This looks like an anchor bolt.

Look for the massive bolt heads on the steel beams. These support beams hold up the roof of the tunnel. If you destroy all of them at the same time, no trucks will get through.

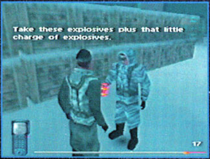
MAINLAND

Things may get dicey at this stage of the mission. Clutter will help sabotage the power plant and Dowey will protect you from a sniper position. Your task will be even more precarious. Find the accountant and disguise yourself so you can take his place and infiltrate the sales meeting. After disabling power and cameras, you'll have just 20 minutes to complete the mission.

OBJECTIVES:

- FIND EXPLOSIVES AND PLASTIC
- SABOTAGE THE POWER PLANT
- CUT OFF CAMERA POWER
- TAKE ON ACCOUNTANT'S ID
- GET BRIEFCASE FROM BUNKER
- SABOTAGE BRIEFCASE
- TAKE BRIEFCASE TO DEAL
- BLOW AWAY HELICOPTER
- ESCAPE ON GUNBOAT WITH CLUTTER

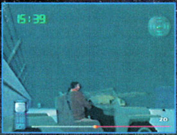
FIND EXPLOSIVES AND PLASTIC



Take these explosives plus that little charge of explosives.

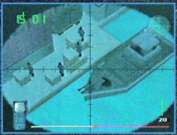
Look for Clutter by following his trail of cut fences. It's Clutter's job to get the explosives. It's your job to blow up the power plant and disable the cameras.

ELIMINATE THE SELLER

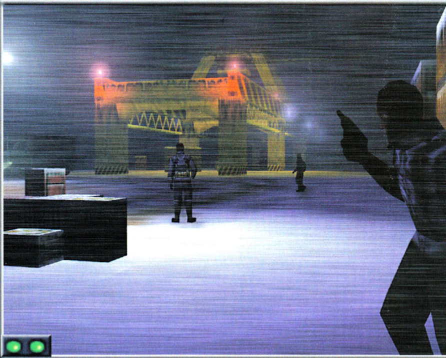


After Clutter sabotages the accountant's briefcase, you must take it to the sales meeting. You won't want to be around when the surprise is discovered.

ESCAPE ON THE GUNBOAT WITH CLUTTER



There's only one way out of town, and you'd better be on it. Head to the gunboat after destroying the chopper.



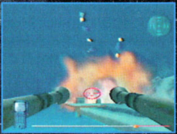
GUNBOAT

On your way out of the base aboard the gunboat, try to destroy as much of the infrastructure as possible. You'll be taking lots of hits, but shoot continuously. Your ammo is unlimited. Watch out for mines in the channel and destroy the gas plant. You're almost home.

OBJECTIVES:

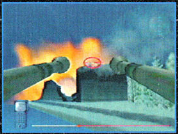
- ESCAPE ENEMY BASE
- DESTROY THE GAS FACTORY

ESCAPE ENEMY BASE



Man the twin cannons aboard the gunboat and pump shells at every major military target on both sides of the canal.

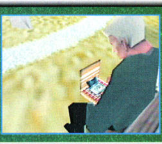
DESTROY THE GAS FACTORY



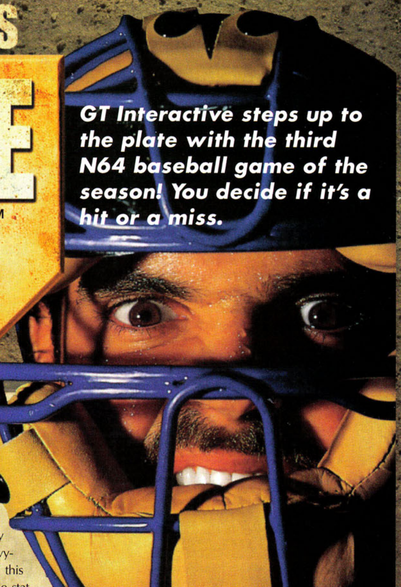
The one essential target is the gas factory. Once you destroy it, you'll be home free, but it won't be easy reaching this point.

MORE POSSIBILITIES

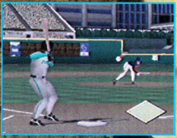
If you manage to fulfill all of your objectives, and stay alive while doing so, you can play again on the Impossible Mission setting, which includes extra objectives and other changes. In the end, MI fulfills most of its objectives as well, and it includes some of the best theme music of any game. Thankfully, MI didn't self-destruct during its long development. It's worth the wait.



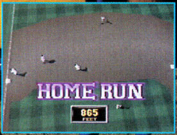
MIKE PIAZZA'S STRIKE ZONE™



GT Interactive steps up to the plate with the third N64 baseball game of the season! You decide if it's a hit or a miss.



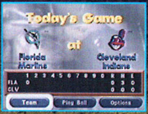
Mike Piazza's Strike Zone won't blow you away with the same flashy graphics touted by the other heavy-hitting N64 baseball games released this year, but it does offer some incredible stat-crunching features that will make fantasy baseball fans reel in delight. With 700-plus MLBPA players and all 32 MLB teams, this title has all the names and places baseball fans live for in the real world. What makes Strike Zone different from other baseball games is that you can customize every player and team until you're playing in a league of your own. There are even options for adding team logos and redesigning team uniforms.


HOME RUN
865 FEET

MODES OF PLAY

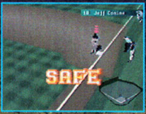
Single Game

Select a team, pick your opponent, and play ball. Single Game mode is the quickest way to get yourself into the game. Strike Zone's game mechanics are easy to learn, so you don't need to spend much time flipping through an instruction manual.


Today's Game
Florida Marlins
at
Cleveland Indians

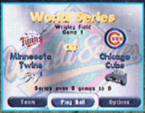
	1	2	3	4	5	6	7	8	9	0	R	H	E
FLA	0										0	3	0
CLV											0	0	0

Team
Play Ball
Options


18 Jeff Conine
SAFE

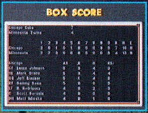
World Series

World Series mode is the classic, best-of-seven game series–just like the real thing, without all the hype and commercial breaks. If you don't have time to play all seven games in one sitting, you can save your progress on a Controller Pak.


World Series
Wrigley Field
Game 1
Minnesota Twins
at
Chicago Cubs

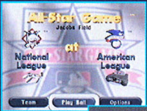
Series even 0 games to 0

Team
Play Ball
Options

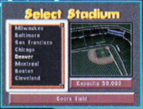


© 1998 Devil's Thumb Entertainment

All-Star Game


All-Star Game
Jacobs Field
National League
at
American League
Team
Play Ball
Options

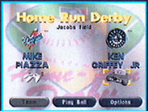
The All-Star Game in Strike Zone features the same rosters and lineups as the 1997 All-Star Game at Jacobs Field in Cleveland. While you can't delete or add MLB players to your team's roster, you can change the stadium. Anyone up for a juicy game at Tampa's Tropicana Field?


Select Stadium
Milwaukee
Baltimore
San Francisco
Chicago
Denver
Montreal
Boston
Cleveland
Capacity 50,000
Coors Field

Replay the 1997 All-Star Game or mix up the venues by choosing one of 30 authentic baseball parks.

Home Run Derby

The All-Star Home Run Derby features a hitting duel between the National League's best hitters and the American League's top sluggers. This challenging, fast-paced mode can be played as a one- or a two-player game.


Home Run Derby
Jacobs Field
MIKE PIAZZA
KEN GRIFFEY JR
Team
Play Ball
Options

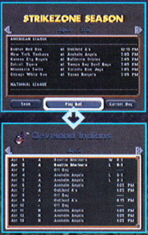
HOME RUN
466

You'll assume the role of Mike Piazza and face off against heavy-hitting Ken Griffey Jr. in Home Run Derby's one-player mode.

Season

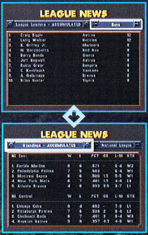
Strike Zone's Season mode has the most in-depth, number-crunching features ever offered in a baseball game for any Nintendo system. You're in full control of one or all of the 32 MLB teams for a 15-, 81- or a full 162-game season. The game features a complete draft system, so you can set up your own fantasy league. Gamers can base their seasons on the 1997 MLB structure and schedules, or they can add in this year's expansion teams and follow the 1998 season. After the season starts, the game will rank the top ten players in 26 league-leading categories, ranging from batting averages to strikeouts. If you're digging for bragging rights, there are historical stats from last season that you can compare to your best player's stats.

Schedule


STRIKEZONE SEASON
AMERICAN LEAGUE
NATIONAL LEAGUE
Team
Play Ball
Cleveland Indians

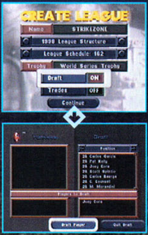
Strike Zone features complete schedules for every MLB team for the 1997 and 1998 seasons. By tapping L or R, you can quickly scroll backward or forward through your team's entire schedule.

Standings


LEAGUE NEWS
LEAGUE NEWS

The news menu posts everything fit to print. Check it to see how your team is faring in your division. Check the league leader charts to see how your top talents compare with the best players.

Drafting


CREATE LEAGUE
Name
STRIKEZONE
1998 League Structure
League Schedule: 162
Trophy
World Series Trophy
Draft
ON
Trades
OFF
Continue

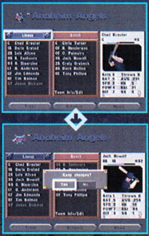
Simulate your own fantasy league and load up your roster with your favorite players in Season mode's Draft option. The game lists available prospects in 35 different categories.

TEAM CONTROL

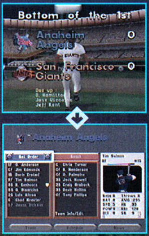
Smart team management can make the difference between the top seed in a pennant race and a cold corner in the division cellar. Strike Zone lets you plan your game strategy by giving you complete control over which players on your team swing a bat and which ones warm the dugout bench. You determine the lineup, batting order and pitching rotation. If you don't like what you see on the field, go to the bench or bullpen to avert potential disasters.

Roger Clemens has allowed two men to reach base on three pitches. Can he work out of a jam, or is it time for a new starter?

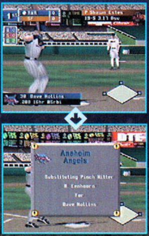
Lineup, Batting Order and Substitution


Anaheim Angels
Lineup
Bench
Keep changes?
Yes
No
Anaheim Angels

If your lineup is losing its luster, make changes. You can substitute players according to the positions they play. If you're looking for a broader range of talent, try making a trade.


Bottom of the 1st
Anaheim Angels
San Francisco Giants
Anaheim Angels
Bat Order
Bench

Customized batting orders work well against certain pitchers. Anaheim will have a tough time against the Giants unless they can revise their batting order to get around starter Shawn Estes.


P Shawn Estes
Anaheim Angels
Substituting Pinch Hitter
For
Dave Hollins

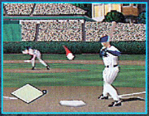
With two outs and the bases loaded, Anaheim throws a wild curve at the Giants by substituting a relatively unknown player for Dave Hollins. Moves like this keep fans on the edges of their seats.

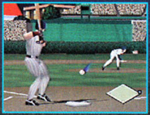
PLAY TO WIN

Before you can win games in Mike Piazza's Strike Zone, you'll have to master the combined roles of a hard-hitting slugger, a cool-headed manager and a golden-gloved fielder. This job sounds a bit overwhelming, but we've outlined some basic strategies that will get you an early lead, ranging from the easiest (batting) to the toughest (fielding).

Batting

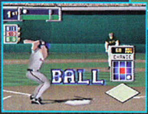
Your team won't score until you hit. Every ball player has different timing depending on his batting skills. Luckily, Strike Zone's easy-to-read pitching system instantly shows you if the pitch will be a ball or a strike.

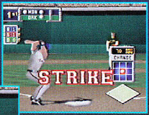

The red flare on the ball tells you that this pitch will be in the strike zone, but you'll have to adjust your timing to your batter's skills to connect.


The blue streak on this ball indicates that this ball is out of the strike zone. You can sit on the pitch or lean out and try to hit it out of the park.

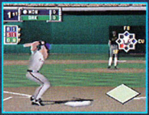
Pitching

The game lets you choose from ten pitches, including curve, slider, sinker, fastball, knuckleball, change-up, screwball, split-finger fastball, super fastball and super change-up. Each pitcher's stamina varies, so your strategy often depends on how well you manage your bullpen's endurance levels.

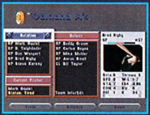




The savvy CPU-controlled players will wait for a good pitch, so don't waste your pitcher's stamina throwing junk around the plate.



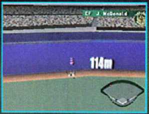
Just like in real life, your pitchers have a limited repertoire of pitches they can throw. You can check the versatility of your pitcher's talents by pressing the Z Button.



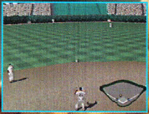
Watch your pitcher's stamina. If the opposition starts to make changes to their lineup in late innings, make sure you're ready to counter with a fresh arm on a strong closer.

Fielding

Fielding is the toughest thing to master in Strike Zone. Pop flies are easy to catch, but line drives are exceptionally difficult to stop, especially since the fielder you control may not be the closest to the ball. The best and most practical strategy is to try to keep your outfielders in front of the ball, especially if it's a bouncing base hit or high-speed grounder. If it looks like the ball might slip past, try pressing the A Button to make your fielder leap or dive for it.

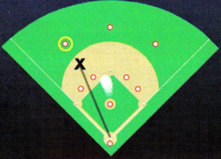


Watch out for that wall! If you let your outfielders get too close, they'll crash into it, wasting valuable time as they struggle to regain their feet.


The golden rule in fielding is to stay in front of the ball. Letting a skidding grounder get by your outfielder almost always means extras bases for the other side.

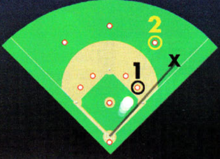
Fly Ball

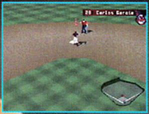
Fly balls are the easiest outs in the game. Simply move the closest fielder—the game always assigns one for you—into the landing zone before the ball gets there. Press the A Button to dive for the ball.



Two Chances

You'll usually have two chances to catch a line drive. Press the A Button after the ball is hit to make your infielder leap up for the ball. If that doesn't work, your outfielder will shag it as it bounces toward him.



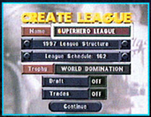


The name of the fielder you're controlling appears in the upper-right corner of the screen. Move him to the green block on the radar screen before the ball touches down.

CREATE YOUR OWN SEASON

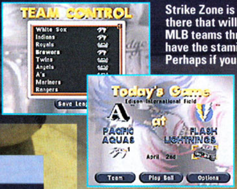
You've beaten Florida in the World Series, and Ken Griffey Jr. hangs his head in shame when you play Home Run Derby. What now? Believe it or not, you've barely scratched the surface. Winning the pennant or discovering the arcade codes is just the beginning in Strike Zone–the game's customization options are the hottest features of all. Read on as we take you through the steps to designing your own baseball league, team and players.

1. Build a League


CREATE LEAGUE
Name
SUPERHERO LEAGUE
1997 League Structure
League Schedule: 162
Trophy
WORLD DOMINATION
Draft
OFF
Trades
OFF
Continue

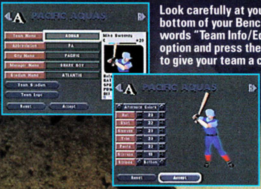
Your first step in creating your league is to name it and come up with a good title for the trophy all of the teams will be competing to win. We figured that the "World Series Trophy" was already taken, so we decided to call ours the World Domination Cup.

2. Control Every Team


TEAM CONTROL
White Sox
Indians
Royals
Brewers
Twins
Angels
A's
Mariners
Rangers
Save Lea
Today's Game
Edison International Field
PACIFIC AQUAS
at
FLASH LIGHTNINGS
April 2nd
Team
Play Ball
Options

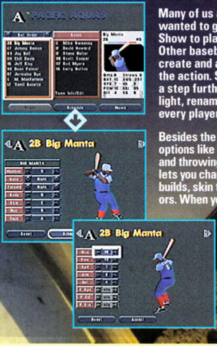
Strike Zone is the only N64 baseball title out there that will actually let you control all 32 MLB teams through a 162-game season. Do you have the stamina to play all 2,592 games? Perhaps if you have a year or two of spare time. If you want to get out of the house once in a while, let the CPU manage some teams and play a few games for you. If this is a true fantasy league with a draft, you'll probably want to customize the name of your teams. Jump over to Step Three to find out how to edit team names and uniforms.

3. Edit Teams


PACIFIC AQUAS
Team Name
AQUAS
Abbreviation
PA
City Name
PACIFIC
Manager Name
SHARK BOY
Stadium Name
ATLANTIS
Team Stadium
Team Logo
Reset
Accept
Alternate Colors
Hat
Shirt
Sleeves
Trim
Pants
Stirrups
Stripes
Bottom

Look carefully at your team roster. At the bottom of your Bench menu, you'll spot the words "Team Info/Edit." If you highlight this option and press the Z Button, you'll be able to give your team a completely different look. Team Edit options let you change your team's name, logo, city and stadium. Make your own fashion statement by redesigning the colors of your team's home, away and alternate uniforms.

4. Edit Players


PACIFIC AQUAS
Bat Order
Bench
Team Info/Edit
Schedule
News
2B Big Manta
BIG MANTA
Number
Bats
Right
Throws
Right
Body
Skin
Hair
Face
Reset
Accept

Many of us at one time have wanted to get called up to The Show to play in the big leagues. Other baseball games let you create and add your alter ego to the action. Strike Zone takes it a step further—you can highlight, rename and customize every player on your roster!

Besides the customization options like name, jersey number, and throwing hand, Strike Zone lets you change your players' builds, skin tones, and hair colors. When you're done customizing those features, round out your athletes' hitting and fielding talents by increasing their skill attributes in eight different areas. Now you have a dream team!

5. PLAY BALL!

PACIFIC AQUAS
Sele (0-0)
FLASH LIGHTNINGS
Dickson (0-0)
Game time 1:35
Conditions Mild
Attendance 64533

With a new look, new location and a totally customized team, you'll be ready to take to the field and play in a league of your own. If you have two Controller Paks, you can goof around with your own funky, customized league on one Pak and play it straight with authentic MLB players and teams on the other. Nothing is saved to the game cartridge, and one league will take up all the pages in a Controller Pak. Get another Pak whenever you want to start a new league!

SO MANY GAMES, WHAT'S THE DIFFERENCE?

In our last three issues, we've reviewed three baseball games for the N64. If you glance over the main features in All-Star Baseball '99, Major League Baseball Featuring Ken Griffey Jr. and Mike Piazza's Strike Zone, the games seem similar. The differences are very apparent when you pick up a controller. Read on and compare our scouting reports.

ALL-STAR BASEBALL 99

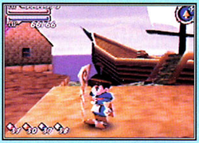
The authentic, fully-rendered stadiums in All-Star Baseball '99 are masterpieces, virtual monuments to the programming skills of the developers at Iguana—the same talented group that rocked the video game world with Turok: Dinosaur Hunter. While the title sometimes rolls foul on play control, All-Star is a heavy hitter in the game options department, with a custom player menu where you can pick every detail right down to your hometown.

MAJOR LEAGUE Baseball FEATURING KEN GRIFFEY JR

Griffey's play control is top-notch, the best of the three games. This title's bright graphics may not have the same dramatic shadow effects as All-Star Baseball '99, but this is a niggling detail that most gamers are willing to sacrifice for pinpoint hitting and fielding. If there's something missing from the game, it's the ability to create custom players for your favorite team's lineup.

MIKE PIAZZA'S STRIKE ZONE

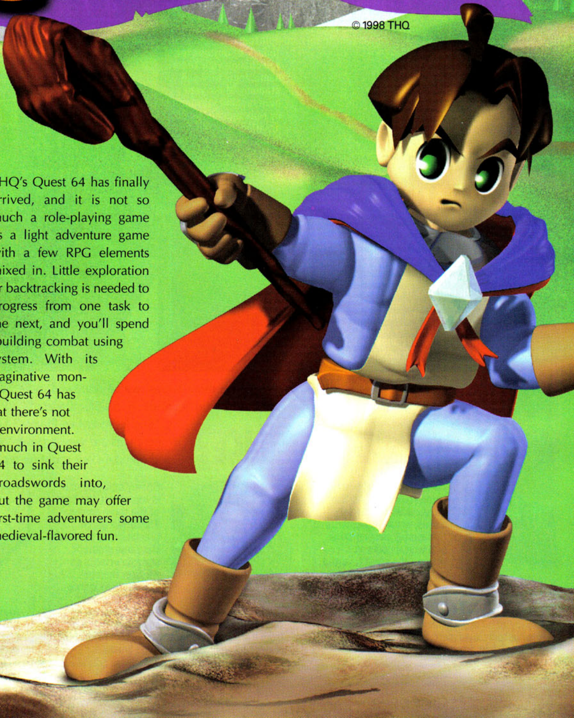
Mike Piazza's Strike Zone may have the same MLB players and stadiums as All-Star and Griffey, but it's minor league material when you compare the details in All-Star's graphics and precision in Griffey's play control. Piazza is the only game with league and team creation menus, which is a huge plus for fantasy baseball fans, especially those that demand full control in their game, right down to creating rookies fresh from the farm system.



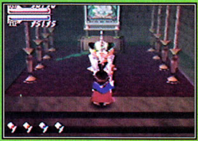
The three kingdoms of Celtland have been at peace for a thousand years, but the theft of the Eletale Book threatens to upset the delicate balance of power. A lone sorceror's apprentice must recover the book before its magic is abused, before the Day of Grief dawns and the world plunges into war!

Quest 64™

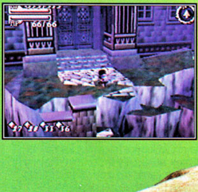
© 1998 THQ



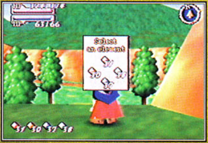
Quest for Adventure



THQ's Quest 64 has finally arrived, and it is not so much a role-playing game as a light adventure game with a few RPG elements mixed in. Little exploration or backtracking is needed to progress from one task to the next, and you'll spend most of your time engaged in level-building combat using the game's turn-based battle system. With its highly-detailed, 3-D landscapes, imaginative monsters and dynamic battle animation, Quest 64 has visual appeal, but it's just too bad that there's not more to do in such a well-rendered environment. Experienced role-players won't find much in Quest 64 to sink their broadswords into, but the game may offer first-time adventurers some medieval-flavored fun.



The Spirits



Combat revolves mostly around magic, and, at first, you'll have just a few weak spells at your command. Your staff will be your only physical weapon, and it will be your primary attack until your magic powers grow stronger. Spells are divided into four elemental categories: Earth, Wind, Fire and Water. As you explore, you'll occasionally find a wispy "spirit" in the wilderness or win one in battle. You'll be able to use this spirit to boost one category of magic by one level, and you'll learn more spells as your levels increase. The charts below give a brief description of each spell and the level you must reach in that category to learn it. While combat is menu-based, you can move within a small area of the battlefield at the beginning of each turn, allowing you to aim spells, dodge attacks or escape a battle altogether.

Fire

L1 **Fire Ball: Throw fire at one enemy.**

L7 **Power Staff: Boost Staff attack power.**

L10 **Homing Arrow: Shoot several arrows.**

L13 **Hot Steam: Create a cloud of steam.**

L19 **Compression: Shrink and weaken one enemy.**

L24 **Fire Pillar: Form a pillar of fire.**

L30 **Fire Bomb: Throw an intense blast of fire.**

L32 **Vampire's Touch: Hurt an enemy and self.**

L36 **Magma Ball:Create a moving stream of fire.**

L40 **Extinction: Wipe out one enemy completely.**

Fire Pillar

Compression

Wind

L1 **Wind Cutter: Shoot multiple boomerangs.**

L6 **Restriction: Trap one or more enemies.**

L10 **Silence: Prevent enemy spell.**

L13 **Large Cutter: Shoot large knife of air.**

L9 **Evade: Increase your agility.**

L20 **Wind Bomb: Create a blast of air.**

L28 **Cyclone: Create a speeding cyclone.**

L32 **Slow Enemy: Lower enemy agility.**

L37 **Wind Walk: Increase movement.**

L47 **Ultimate Wind: Damage all enemies.**

Wind Cutter

Restriction

Earth

L1 **Rock: Throw a rock at one enemy.**

L7 **Spirit Armor: Boost your defense rating.**

L10 **Rolling Rock: Roll a rock through enemies.**

L13 **Weakness: Weaken one enemy.**

L19 **Magnet Rock: Draw rocks toward one enemy.**

L23 **Confusion: Throw off enemy aim.**

L24 **Avalanche: Create an avalanche.**

L34 **Rock Shower: Create a rain of rocks.**

L36 **Magic Barrier: Create a magic shield.**

L43 **Weak All: Weaken all enemies.**

Rock

Spirit Armor

Water

L1 **Water Pillar: Form a pillar of water.**

L7 **Heal: Restore Hit Points.**

L10 **Soul Searcher: See enemy stats.**

L16 **Ice Wall: Pin an enemy with freezing fog.**

L17 **Ice Knife: Pin an enemy with ice knives.**

L19 **Exit: Warp to the entrance of a maze.**

L24 **Escape: Escape from battle.**

L24 **Return: Return to the last place you saved the game.**

L35 **Drain Magic: Drain MP from an enemy.**

L35 **Walking Water: Form a moving stream of water.**

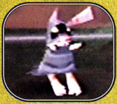
L46 **Invalidity: Cancel spells on you.**

Ice Knife

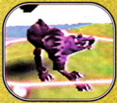
Heating

Kennishire

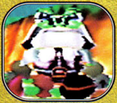
We've mapped each of the three kingdoms of Celtland, following the path you'll take through the game. We've also included stats for some of the monsters you'll encounter on your travels. If a monster is aligned with a particular element, use the spells of a different element to defeat it. If you're low on Magic Points (the energy that fuels your magic), you can recharge by using a special item or by simply walking around.



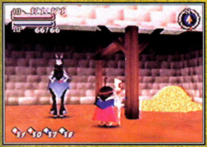
Werehare
HP: 9
Agility: 5
Defense: 1
Attack: 3
Element: Wind



Hellhound
HP: 10
Agility: 8
Defense: 2
Attack: 3
Element: Fire



Frog Knight
HP: 38
Agility: 10
Defense: 8
Attack: 5
Element: Water

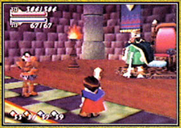


This is where Brian, your youthful alter-ego, will begin the quest for the Eletale Book. Your father, Lord Bartholomy, left on the same quest some time ago and hasn't been heard from since.

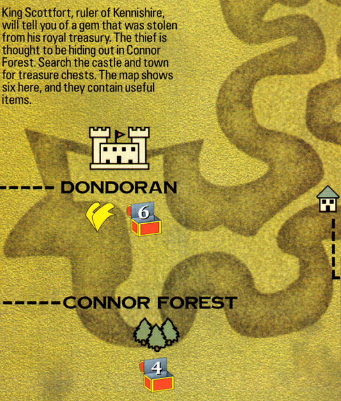
Holy Plan

Staying at an inn will save the game and replenish both your HP and your MP. The treasure icons show how many chests you'll find at that location.

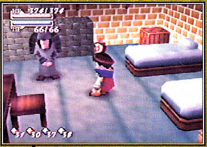
- Inn/Save Point
- Point of Interest
- Castle/Town
- # of Treasure Chests
- Wing Warp Destination

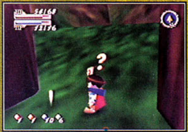


King Scottfort, ruler of Kennishire, will tell you of a gem that was stolen from his royal treasury. The thief is thought to be hiding out in Connor Forest. Search the castle and town for treasure chests. The map shows six here, and they contain useful items.



Your first destination will be Dondoran, the capital of Kennishire. As you explore, stop and talk to people like the fortune-teller in this cottage. They may have clues concerning your current task or give you items, like the enchanted wings that will transport you to specific towns.



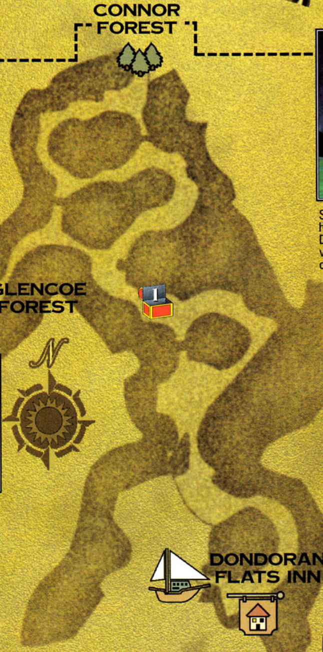


Connor Forest is home to some fearsome creatures. It also has several spirits that you can put to good use. Look for them off the main paths.

Dondoran Flats

The Dondoran Flats include Connor Forest and the areas beyond, but you won't be able to move past Connor Forest until you defeat the thief, Solvering, and recover the Earth Orb. The map shows a warp that connects Glencoe Forest with the Cull Hazard region in the kingdom of Carmagh, but this avenue won't open until later in the game. You'll find warps throughout Celtland, which will allow you to revisit areas you've been to before.

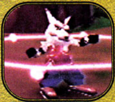
After you defeat Solvering, search his lair for treasure, then return to Dondoran. King Scottfort will let you keep the Earth Orb as a reward, as well as open his treasury to you. After that, it will be time to head to the wharf at the southern end of the Dondoran Flats.



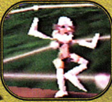
Solvering wants the power of the Earth Orb for himself, and it's up to you to stop him. A person in Dondoran will warn you to stay far away from this villain, but, in fact, getting close to him will be the only way to take him out quickly. Since your spells will still be relatively weak, maneuver close to him and hit him with your staff. Make sure you have bread and mint leaves to restore your HP and MP in battle.

The Flats are a great place to build your levels. If the enemies around Cull Hazard prove too powerful, use the warp to come back to the Flats for more battle training.

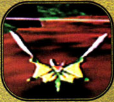
The trail of clues will lead you to the Dondoran Flats Inn. Your father did pass this way, but he's long gone. Stay the night at the inn, then take the ship the next morning. Perhaps you'll be able to pick up his trail at the next port.



Kobold
HP: 40
Agility: 16
Defense: 6
Attack: 7
Element: Wind



Marionasty
HP: 28
Agility: 10
Defense: 6
Attack: 6
Element: Earth



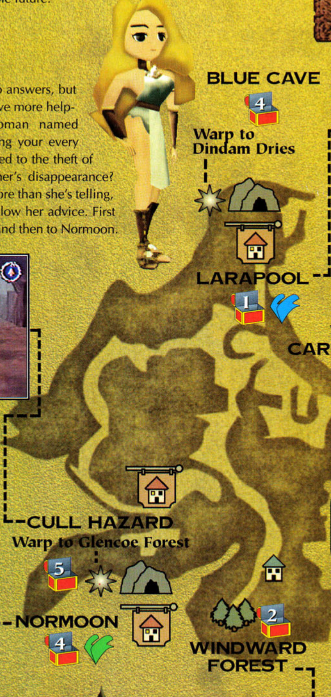
Bat
HP: 24
Agility: 11
Defense: 3
Attack: 5
Element: Wind

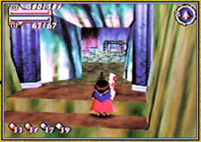
Carmagh

In the kingdom of Carmagh, the mystery will only deepen. A strange force is stirring the wind and the water, making travel across the lake impossible. Unless you can discover the cause of the disruption, you'll be stuck in West Carmagh for the foreseeable future.

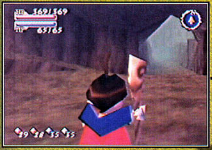
West Carmagh

The West Carmagh Inn holds no answers, but the citizens of Larapool will prove more helpful. Strangely enough, a woman named Shannon seems to be shadowing your every move. Is she somehow connected to the theft of the Eletale Book and your father's disappearance? Though she obviously knows more than she's telling, you'll have no choice but to follow her advice. First head southwest to Cull Hazard and then to Normoon.

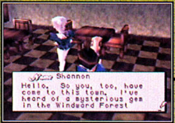




Visit Larapool before and after you defeat Zelse in the Windward Forest. Defeating Zelse will take care of the high winds but not the wild waves. After you defeat him, look for a secret path below the inn that will lead to the Blue Cave.

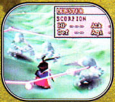


The bridge to the Windward Forest has been sealed with magic, so you'll have to take the long way around, through Cull Hazard and Normoon. From Cull Hazard, you'll travel first through a cave then across a rocky beach and finally through more caves to reach Normoon. Use your compass to keep your bearings.

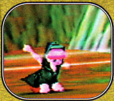


Shannon
Hello. So you, too, have come to this town. I've heard of a mysterious gem in the Windward Forest

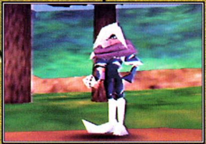
In Normoon, you'll find out that a mysterious magician is using the Wind Jade to stir up all this breezy trouble. Have a good night's rest, then follow the path through Normoon and into Windward Forest.



Scorpion
HP: 175
Agility: 62
Defense: 19
Attack: 28
Element: Water



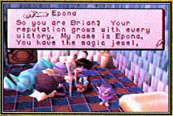
Merrow
HP: 77
Agility: 36
Defense: 14
Attack: 12
Element: ?

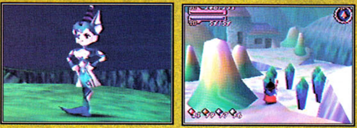


Follow the forest path through a small village and into the green wood. You'll find Zelse at the end of the path. Your staff will most likely be your best bet, but Water or Fire magic may yield good results. After the battle, follow the path north to the now-open bridge and return to Larapool.

Isle of Skye

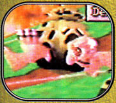
Though there are a few signs pointing the way along its crystal paths, the Blue Cave can be quite confusing, so you may want to make a map as you go. The cave will eventually lead to a hidden valley and the good witch Epona. She'll let you use her warp to reach the Isle of Skye, the home of Colleen. Colleen will tell you how the sorceress Nepty is using the Aquamarine to whip the lake into a frenzy. Start your search for Nepty at the ring of stones at the top of the Isle of Skye.


Epona
So you are Brian? Your reputation grows with every victory. My name is Epona. You have the magic jewel,

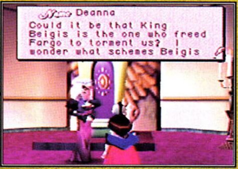

You should be able to make short work of Nepty with a few, well-placed hits and spells. Once she's been sent to a watery grave, look for a warp in Colleen's house to return to Epona's place. You can then take the long way back or use the warp in Epona's yard to teleport straight to Larapool.

East Limelin

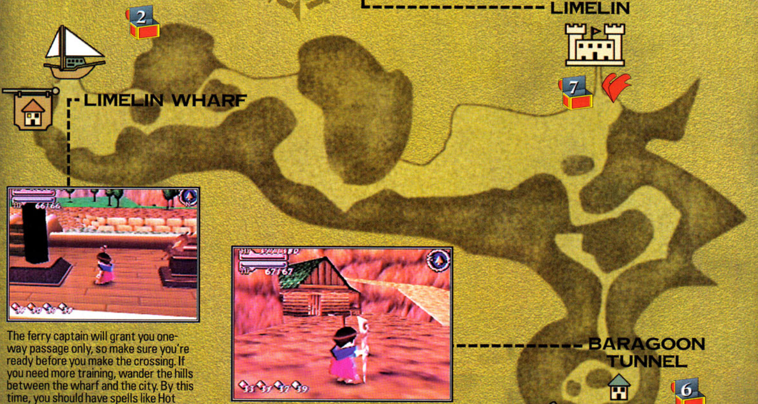
Now that the weather is calm again, you'll be able to board the ship at West Carmagh and sail to Limelin Wharf. You'll then pick up your father's trail again, and it will point straight toward Limelin, the capital of Carmagh. It's likely that your father went to seek help from Queen Deanna.



Cryshell
HP: 275
Agility: 68
Defense: 32
Attack: 31
Element: Water


Deanna
Could it be that King Beigis is the one who freed Fargo to torment us? I wonder what schemes Beigis

As you speak with Queen Deanna, more and more pieces of the puzzle will begin to fall into place. It seems King Beigis of the Highlands was behind the theft of the Eletale Book. Could he be the mastermind of this dreadful scheme, or is there some darker power at work? No matter. Your job now is to travel to the Highlands through the Baragoon Tunnel. Someone named Fire Starter Fargo is terrorizing the town of Greenoch, and there's not a moment to lose!



The ferry captain will grant you one-way passage only, so make sure you're ready before you make the crossing. If you need more training, wander the hills between the wharf and the city. By this time, you should have spells like Hot Steam, which can strike multiple enemies at once. Hot Steam is good to use if you're paralyzed and surrounded.

The trip through Baragoon Tunnel is long and perilous, so stop at this abandoned miner's shack to stock up on items that were left behind. Yes, these items are still good!

Highlands

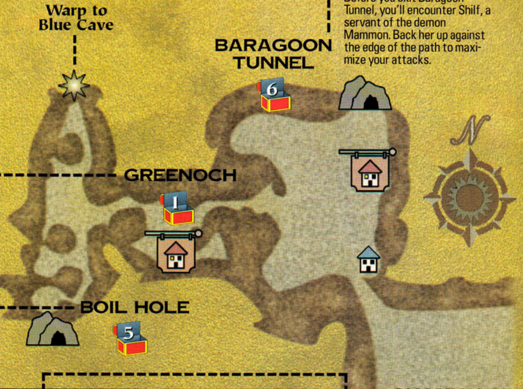
The once-verdant Highlands are now a searing desert, thanks to Fire Starter Fargo. Queen Deanna said that King Beigis himself ordered Fargo to burn the land, destroying homes, farms and fields in the process. Could Beigis really be so cruel as to order the destruction of his own kingdom?

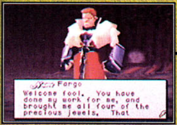
Dindam Dries

Fire Starter Fargo has used the Fire Ruby to awaken the Boil Hole, a volcano thought to be extinct. His power is great, so you may want to spend some time training in the desert. Since Fargo and many of the monsters in this area use Fire-based magic, concentrate on building your Water magic. As you know by now, some basic spells can be built up over time and will hit multiple targets. The Level 3 Water Pillar spell, for example, will deal out heavy damage to any enemy that's in range of its towering currents.

Before you exit Baragoon Tunnel, you'll encounter Shilf, a servant of the demon Mammon. Back her up against the edge of the path to maximize your attacks.

The town of Greenoch has been ravaged by a lava flow from the Boil Hole. And who is that in the corner of the inn? Shannon again? Is she allied with Beigis, or Mammon, or both of them? Maybe you'll have time to sort it all out after you defeat Fargo.

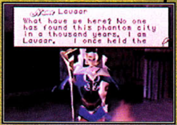




Fargo

Welcome fool. You have done my work for me, and brought me all four of the precious jewels. That

Fargo is waiting for you in the depths of the Boil Hole. By this time, your spells should be far more effective in battle than your staff. Ice Knife and Ice Wall may hold Fargo long enough for you to unleash a few Water Pillars. After you defeat him and collect the Fire Ruby, follow the lava tubes to Baragoon Moor.



Lavaar

What have we here? No one has found this phantom city in a thousand years. I am Lavaar. I once held the

Before you confront Fargo, head southeast into the desert. You'll see a huge gem floating above a stone platform. Climb the platform to warp to the hidden city of Shamwood. There you'll meet Lavaar, a fallen sorceress who will tell you the full story of the Eletale Book and her role in the Day of Grief, over one thousand years before. Now that Beigis has the Eletale Book, the Day of Grief may come again!

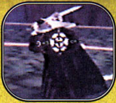
BLUE MAN
HP
Atk
Def
Agi

Blue Man

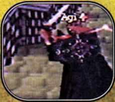
HP: 264
Agility: 80
Defense: 32
Attack: 31
Element: Water

Baragoon Moor

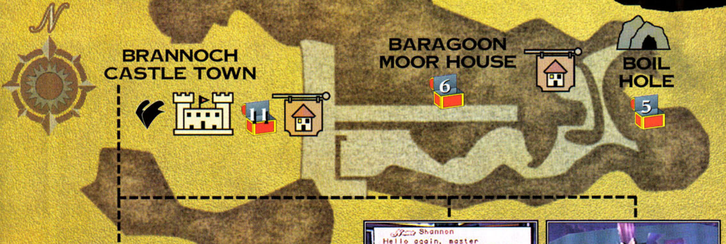
From the Boil Hole, make your way quickly to Brannoch. Beigis, Shannon and your father are all there, and the threads of this mystery will finally be unraveled in Beigis's castle. The gate is barred, but if you search carefully, you'll find another way in. Beigis's royal guards and their leader, Guilty, will be patrolling the castle, so tread carefully. After you defeat Guilty, search every room to find a save point.

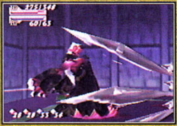


White Rose Knight
HP: 260
Agility: 90
Defense: 76
Attack: 48
Element: Wind

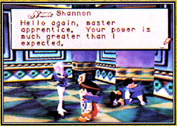


Red Rose Knight
HP: 260
Agility: 95
Defense: 70
Attack: 32
Element: Wind



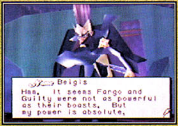


Guilty will put up a fight, but if you've trained well, he shouldn't be too much of a threat. After he's defeated, find the room with the save point and treasure chests.



Shannon
Hello again, master apprentice. Your power is much greater than I expected.

Shannon will finally reveal her true nature. She's been manipulating you all along!

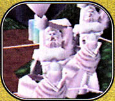


Beigis
Hmm, It seems Fargo and Guilty were not as powerful as their boasts. But my power is absolute,

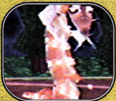
Beigis will try to paralyze you, so return the favor. Water magic seems to work well against him.

World of Mammon

At the top of Beigis's castle, you'll find a portal to the World of Mammon. The demon's castle is a jumble of realities, with doors leading from one dimension to the next. If you reach a dead end, simply go back through the last door to enter a new world. If you find yourself back in the main hall, you'll have to start over.

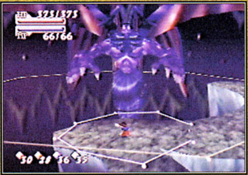


Judgment
HP: 280
Agility: 0
Defense: 78
Attack: 37
Element: Earth



Pinhead
HP: 580
Agility: 130
Defense: 70
Attack: 43
Element: Wind

The idea here is to keep going forward. If you get caught in a loop, search for a second door in one area. There are some areas, however, which you should see twice. If you find Shannon, then you're on the right track.



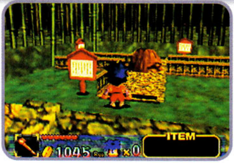
You won't be able to tell how much damage you're doing, but as long as Mammon reacts to your attack, you'll know that you're hurting him. "Traveling" spells like Magma Ball and Walking Water seem most effective. It's best to save your Magic Points for attack spells and to use items to heal yourself.

COUNSELORS' corner

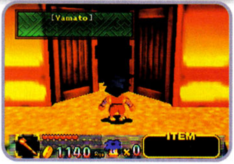
THE LEGEND OF THE MYSTICAL NINJA
STARRING GOEMON

WHAT'S THE TRICK TO OPENING THE YAMATO SHRINE?

The door on the Yamato Shrine is sealed by a magical spell. To break the spell, you'll have to find and move the Turtle Stone. The rock is at the end of a forest glade you'll find if you walk east of the shrine. You can push Turtle Stone in the four directions of the compass–north, south, east and west. Push the Turtle Stone to the north to open the Yamato Shrine door. Inside the Shrine you'll find a Surprise Pack and two Silver Fortune Dolls.



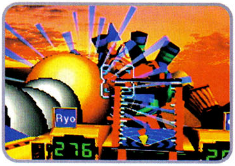
Look for a break in the trees near the shrine and follow the trail. You'll find the Turtle Stone all the way at the end of the glade.



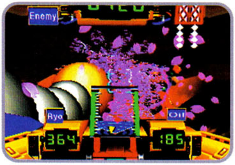
The magical spell that seals the Yamato Shrine door will be broken when you slide the Turtle Stone all the way to the north.

HOW DO I DEFEAT KASHIWAGI?

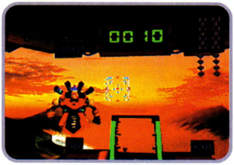
Kashiwagi is the first giant robot you'll have to fight from the control room in Goemon Impact, the towering mechanical robot introduced in the beginning of the game. You'll confront Kashiwagi after you pick up the Triton Shell. Use your Hookshot to snare Kashiwagi and reel him in, then quickly punch and kick him. Blast his discs with your lasers or punch the incoming projectiles to build up your laser power. Kashiwagi's mirror-double attack is his best weapon, but you can break his spell by punching him the moment he attacks. If you don't, you'll have to punch his double at least three times to break the spell. The counter at the top of the screen shows Kashiwagi's hit points. You'll win the fight when it reaches zero.



Use your Hookshot to reel Kashiwagi within range, then punch him and kick him away.



You can break his mirror-double attack by punching him a moment before he strikes you.

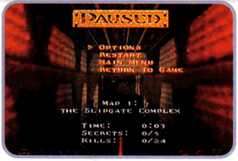


Just ten more points and you win! Kashiwagi's hit points show above the control panel.

▶QUAKE 64

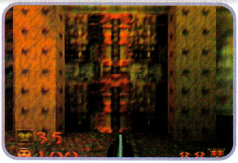
WHAT'S THE BEST WAY TO FIND EVERY SECRET AREA?

First pause your game at the start of every level to find out how many areas you need to find. As you search the walls, look for dotted lines that give away hidden doorways. Hidden areas open up when either a doorway is shot or a switch is hit. If the hidden area is illuminated, it's easy to see the light shining in the cracks around an entrance. If you slow down and pay attention to the details in the walls, you'll quickly find every secret in this game.



MAP 1:
THE SLIPGATE COMPLEX
TIME: 0:03
SECRETS: 0/5
KILLS: 0/24

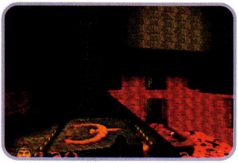
How many places are you looking for? Pause your game and look for your secret area stats.



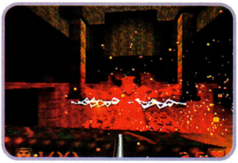
The dotted lines betray a hidden door. Try blasting it before you start looking for a switch.

WHICH WEAPON DO I USE ON CHTHON?

There isn't a weapon that can hurt Chthon, the lava beast waiting to burn you in the sixth area in the First Dimension. Chthon will surface the moment you take the Rune of Earth Magic. Retreat to the steps and follow the hallway to the other side of the room. Take the elevator to the second floor, then dodge Chthon's lava bombs as you run along the edge of the room. One quarter of the way around the room is a floor switch. Run over the switch and continue around the room to a second floor switch. Hit this second switch and return to the elevator. In front of the elevator is a floor switch with the Quake logo on it. If you stand on the switch, you'll electrocute Chthon. Depending on which difficulty level you've selected, you'll have to electrocute the beast one, two or three times to defeat him. This means that if you're playing any level except Easy, you'll have make another lap or two around the room.



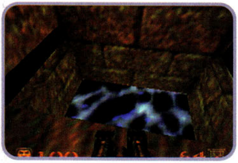
Stand on both of the red switches before you retreat to the power switch on the main floor.



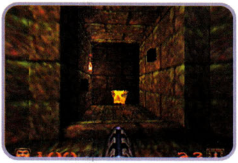
Hit both red switches, then stand on the switch to blast Chthon with an electrical charge.

WHERE IS THE SECRET EXIT IN THE NECROPOLIS?

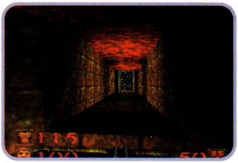
After you go through the Gold Key Door in the Necropolis, run to the hallway where a huge spike shoots at you. Jump into the hole in the floor and run through the water-filled passage until you reach a hall on the right. Follow this hall to a barred alcove on the right. Blast the two ogres on the platforms above to open the alcove, then shoot the back wall until it slides back and a teleporter appears. If you jump into the teleporter, you'll end up on the platforms above you. Jump to the second platform and shoot the wall on the right to open a hidden door. Jump through the door and run for the secret exit.



Just past the giant spike trap, the floor will open up beneath you. Jump into the hole.



You'll have to shoot the fiends above the door to clear the beams out of this room.

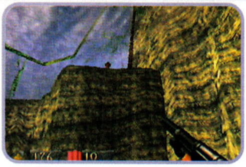


Stand on the platform inside the secret area and shoot the right wall to find the other exit.

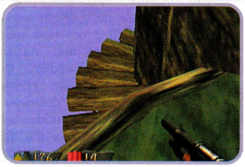
TUROK: DINOSAUR HUNTER

HOW DO I REACH THE CANYON LEDGE IN LEVEL TWO?

Most observant dinosaur hunters spot the Full Health icon twirling on the canyon ledge just past the shrine in Level Two, but very few actually find a way to get up there. To reach the icon, make your way up the canyon until you arrive at two small pools. If you turn right and walk to the edge of the cliff, you'll spot a hidden trail of wooden platforms. Jump along the boards until you pick up the power-up.



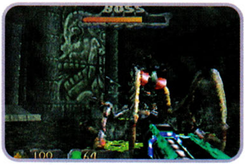
There's the Full Health icon, but how do you get up there? Few hunters figure it out.



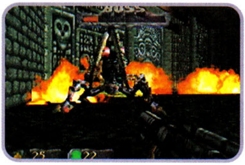
Look for this hidden path near the pools at the end of the canyon. Follow it to raise your health.

IS THERE AN EASY WAY TO DEFEAT THE MANTIS?

There's a fairly safe pattern for defeating the acid-spitting, praying mantis inside the building in Level Five. Like many big enemies in the Lost World, this nasty insect has a tough time hitting moving targets. The key to beating this bug is to create some running room for yourself so you can get out of the way in a hurry. Since you're not big enough to knock down the walls yourself, you'll have to trick the mantis into helping you. As soon as the bug is in range, open up with your strongest weapon. After taking a few hits, the dim-witted insect will fly into a fit of rage, knocking down the walls around it. Now you have the space you need to dodge the bug's attacks. Take a few steps backward and start running around the outside where the walls once were standing. Keep your gun trained on the mantis as you run and fire. The big bug will have a tough time hitting you, which means you'll still be standing long after the insect's life bar runs out.



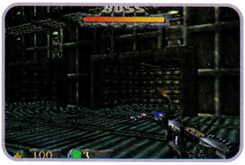
Send the insect into a rage by quickly hitting it with the most powerful weapon you have.



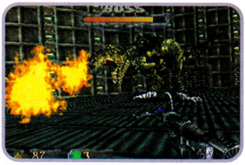
As long as you don't stop moving, the mantis will wear down long before you run out of life.

HOW DO I EXTINGUISH LEVEL EIGHT'S FIERY T-REX?

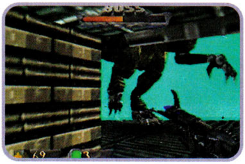
The fire-breathing Tyrannosaurus Rex in Level Eight is the toughest–and final–foe you'll fight before moving on to the big battle with the Campaigner. Think defensively and locate the depressions at the edge of the room. These holes offer great cover from T-Rex's laser attacks, and you can return fire anytime he pauses. Flee the moment you see the T-Rex breathe fire. You'll have to keep your distance until the flames subside. Keep running and firing, working between the holes. This deadly dino is extremely tough to defeat, but if you stay in the holes during the worst assaults, you won't get burned in the end.



Locate the holes on the edges of the room and use them for cover throughout the battle.



Retreat when you see T-Rex exhale. There's no defense from the rolling walls of flame.

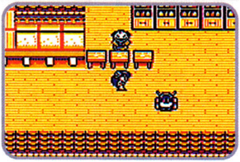


Hit and run between T-Rex's attacks. Leap into a hole whenever things get too hot.

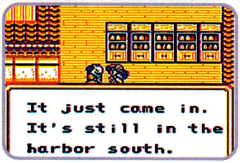
▶ FINAL FANTASY LEGEND II

WHAT'S THE TRICK TO GETTING OUT OF SHOGUN'S WORLD?

You need to talk to the smuggler in the store in the western town of Edo. Many players think they've done this–and they probably have–but you need to walk around the counter to speak to him. Keep in mind that once you talk to the smuggler this way, you won't be able to buy anything from him. Place your orders before you walk around the counter. The smuggler will tell you about the ship that will take you through the rest of Shogun's World.



The smuggler seems eager to do business, but he's really ready to ship you out of here.

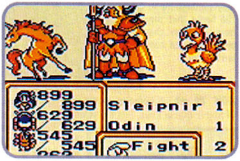


It just came in.
It's still in the
harbor south.

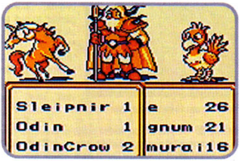
Walk around the counter and talk to the smuggler face to face. Now you'll be ready to travel.

HOW DO I DEFEAT ODIN?

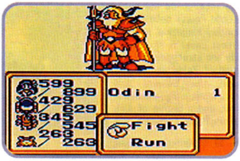
If you have at least two Humans with 650 hit points each, your party is ready to eliminate Odin. During the battle you'll fight four enemies: Odin, two Odincrows and a Sleipnir. Since all four foes will try to damage your party every round, reduce your exposure by taking out the weakest enemies first. The Odincrows and the Sleipnir have 800 points each, so concentrate on defeating one of them. Repeat this strategy until only Odin remains. Odin has 3,800 hit points. He seems daunting, but his armor isn't very thick. While it's tempting to knock him off using your Glass Sword, save it for Apollo.



Your party should have an average of 650 points among the Humans, Mutants and Robots.



Target the weaker targets, such as an Odincrow or a Sleipnir, until Odin is only left.



Odin's 3,800 hit points seem intimidating, but you'll quickly finish him after his allies are gone.

Q&A FAST FACTS

In the USA Call:
1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

Or write to: Counselors' Corner
P.O. Box 97033, Redmond, WA 98073-9733

In Canada Call:
1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

SUPER MARIO RPG: LEGEND OF THE SEVEN STARS

Q: What happens when I finally find all the treasure boxes?

A: Not much. A treasure box monster in Monstro Town will tell you that you've found all of them.

Q: How do I defeat Dry Bones?

A: Use any special attack against him.

DUKE NUKEM 64

Q: When I'm playing a one-player game, I get stuck in Levels 31, 32 and 33. What's up?

A: These stages are DukeMatch stages. The only way you can get there is by using the Level Select Code. That's why you're stuck.

Q: I keep finding these spinning radioactive symbols in DukeMatch. What do they do?

A: The symbols show you where a weapon was before an opponent took it.

FINAL FANTASY ADVENTURE

Q: Is there a difference between Medusa's Cave and the Oasis Cave?

A: Nope. It's the same place with two names.

Q: What's the highest possible hero level?

A: It's 99, but you can finish the game at 65.

Q: Why won't the game let me sell some of my weapons?

A: If you have to use them to get around in a maze, you won't be able to sell them.

NINTENDO POWER'S 10-YEAR ANNIVERSARY

TEN YEARS AGO this month, Nintendo Power arrived in North American homes for the first time. It got us thinking—time flies and all of that. Here we've been playing games while nations have fallen, the World Wide Web was born, a sheep was cloned. We decided to reconstruct those years as a service to anyone (like us) who missed the big events because they were busy playing Super Metroid, and to put the video game world in perspective as we begin the second Nintendo Power decade.

NINTENDO POWER
Super Mario 2
Zelda – Second Quest
Free

JULY '88 → In a year when "Don't Worry, Be Happy" is in heavy rotation on the radio, Nintendo Power debuts as a bimonthly magazine. **Gracing the first cover is Mario**, and inside are strategies for The Legend of Zelda and Double Dragon, **the Howard and Nester comic strip**, a baseball poster, and a profile of Kirk "Growing Pains" Cameron.

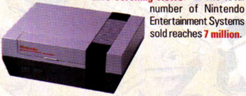
AUG. '88 → Nintendo releases **World Class Track Meet** with the Power Pad.

SEPT. '88 → Nintendo makes its **first foray into television** with The Super Mario Bros. Super Show starring the World Wrestling Federation's Captain Lou Albano as Mario.

SUPER MARIO BROS. 2

OCT. '88 → Three years after the original Super Mario Bros. was unveiled, **Super Mario Bros. 2** makes its debut. → **Pot-bellied pigs** become popular pets. Could Wizpig just be misunderstood?

DEC. '88 → **Zelda II: The Adventure of Link** continues the Hylian's journeys, this time with both **overhead and side-scrolling views**. → The total number of Nintendo Entertainment Systems sold reaches **7 million**.

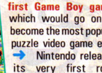


MAGIC-1
LIFE-1
NEXT
ZELDA II: THE ADVENTURE OF LINK

FEB. '89 → **The horror!** LJN begins making games based on slasher flicks. Friday the 13th is the first, with A Nightmare on Elm Street to follow a year later. The idea turns out to be scarier than the games themselves.

MARCH '89 → The Exxon Valdez spills oil in Alaska rasing environmental awarness and concern. In September of the next year TBS would debut its ecologically-minded cartoon **Captain Planet**, and in September of 1991 the superhero would get his own NES game.

MAY '89 → NBC airs the final episode of Family Ties and debuts the pilot for **Seinfeld**.



JUNE '89 → Federal regulations require all toy guns to look like toy guns. As a result, the **NES Zapper Light Gun** is redone in a blinding hue of orange, rather than its former shade of gray.

NINTENDO POWER
Bonus! Dragon Warrior 38-Page Strategy Guide
TETRIS
Get "Tetrisized"
Don't Miss!
RoboCop
Willow
IronSword
Game Boy Update

AUGUST '89 → **Nintendo releases Game Boy**, the world's most popular portable gaming system, along with **Tetris**, **the first Game Boy game**, which would go on to become the most popular puzzle video game ever. → Nintendo releases its very first role-playing game, **Dragon Warrior**. → Nintendo breaks gaming's tough-guy stereotype by introducing **Metroid**, a game in which players discover in the finale that the hero beneath the armored space suit is a woman.

EN‥25
METROID

NOV. '89 → Audiences catch their first glimpse of **Super Mario Bros. 3** in the video-game road movie **The Wizard** starring Fred "Wonder Years" Savage.

SUPER MARIO BROS. 3

LOOKING BACK

Do you remember which games came out when? Jump back in time with our timeline.

SYSTEMS ARE COLOR CODED

- NES
- SUPER NES
- GAME BOY
- VIRTUAL BOY
- N64

1988

- Adventure Island
- Super Mario Bros. 2
- Castlevania II: Simon's Quest
- Double Dragon
- Bionic Commando
- Metal Gear

1989

- Bomberman
- Wrestlemania
- Ninja Gaiden
- Adventures of Lolo
- Mega Man II
- Cobra Triangle
- Tetris

1990

- River City Ransom
- Super C
- Crystalis
- Solar Jetman
- Maniac Mansion
- Mega Man III
- Star Tropics
- Final Fantasy Legend
- Dr. Mario

STRATEGY
NINTENDO POWER
GUIDE
FINAL FANTASY

1991

- Ninja Gaiden III
- Super Mario World
- F-Zero
- Pilot Wings
- SimCity
- ActRaiser
- Final Fantasy II
- Super Castlevania IV
- Final Fantasy Adventure
- Metroid II: Return of Samus

1992

- Prince of Persia
- Zelda: A Link to the Past
- Legend of the Mystical Ninja
- Lemmings
- Contra III: The Alien Wars
- Street Fighter II: The World Warrior
- Super Mario Kart
- Final Fantasy: Mystic Quest
- Kirby's Dream Land
- Bionic Commando
- Super Mario Land 2: 6 Golden Coins

1993

- Tetris 2
- Aerobiz
- Super Mario All-Stars
- Final Fight
- Super Bomberman
- Zombies Ate My Neighbors
- Secret of Mana
- Jurassic Park
- Final Fantasy Legend III
- Mega Man IV

CONTINUED

JAN. '90 → Double Dragon II: The Revenge debuts. Along with other fighting games like Street Fighter, **Double Dragon makes a big impact** on gaming by ushering in the fighting trend, which would be at its strongest during much of the early '90s.

NINTENDO POWER
SUPER
STRATEGY
NINTENDO POWER
GUIDE
SUPER MARIO BROS. 3

FEB. '90 → Nintendo releases the **biggest video game yet, Super Mario Bros. 3**, which would go on to sell well over 14 million copies worldwide. → **Mike Tyson loses** his Heavyweight Boxing title after getting "punched-out" by James "Buster" Douglas.

AAAA
HP 90
AAAA
HP 90
KKKK
HP 90
AAAA
HP 90
IMP
FIGHT
RUN
MAGIC
DRINK
ITEM

FINAL FANTASY

MAY '90 → Just as the street-fighting trend begins to take off, RPGs find a following. Leading the trend is **Final Fantasy** for the NES, perhaps **the king of all RPGs.**

JUNE '90 → To the horror of baseball fans, **Roseanne "sings" the National Anthem** at a game in June. At least **Bases Loaded**, released that same month for Game Boy, would spare our ears.

SCORE-001250 TIME 0231 BLK 6-01
PLAYER
ENEMY
=08
P=05

CASTLEVANIA III: DRACULA'S CURSE

SEPT. '90 → Before Buffy would stake her claim in vampire slaying, there would be the Belmonts. In September, Konami releases its **third vampire slayfest**, Castlevania III: Dracula's Curse. → Nintendo's second TV show **Captain N: The Game Master** debuts.

OCT. '90 → So much for us here at 98073, because **90210** becomes the most widely-recognized zip code.

DEC. '90 → Universal Studios hosts the final round of the first ever **Nintendo PowerFest**, a nationwide gaming competition. → By year-end, **Mario becomes as popular** to American kids as Mickey Mouse.

JAN. '91 → **The Game Boy goes to war** when Operation Desert Storm begins and U.S. soldiers take along games to pass the time. Sand and excessive heat take their toll on some Game Boys, so Nintendo starts a free repair program for Gulf War soldiers.

NINTENDO POWER
BATTLE TOADS
Croaker Capers

JUNE '91 → The **Battletoads** hop onto the scene with their first NES game and a cover appearance on **NP's 25th issue.**

SUPER MARIO LAND 2: 6 GOLDEN COINS

AUG. '91 → Nintendo doubles its power by **releasing the Super NES**, with 16 bits of gaming power in comparison to the NES's 8 bits. **Yoshi is also born** this month, debuting in Super Mario World. F-Zero, PilotWings and SimCity are among the other **premiere titles** for the new system.

SUPER NINTENDO ENTERTAINMENT SYSTEM

SEPT. '91 → Washington state becomes known for something other than Nintendo and Microsoft when Nirvana releases its second album, **Nevermind**.

NINTENDO POWER

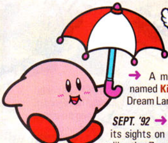
DEC. '91 → Konami leads off its slew of **Teenage Mutant Ninja Turtle games** with TMNT II: Back from the Sewers for Game Boy.

APRIL '92 → Nintendo releases **The Legend of Zelda: A Link to the Past,** one of the most popular games for the Super NES.

NINTENDO POWER
MARIO PAINT

JULY '92 → **Wave Race** humbly begins as a Game Boy game.

AUG. '92 → After years of imaginative games, Nintendo finally puts the creativity in the hands of the gamer. With the introduction of **Mario Paint** and the Mouse for the Super NES, gamers would have the power to illustrate, animate, and even orchestrate.



→ A marshmallowy fellow named **Kirby debuts** in Kirby's Dream Land for Game Boy.

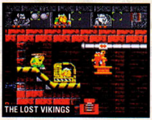
SEPT. '92 → The Super NES sets its sights on a controller gun, but unlike the Zapper Light Gun for the NES, this weapon is a wireless, shoulder-mounted cannon with a scope. **The Super Scope** works with select Super NES games and will eventually appear as a prop in many low-budget sci-fi shows.

OCT. '92 → Mike Tyson's Punch-Out!! is rereleased as **Punch-Out!!** Featuring Mr. Dream.

NOV. '92 → Move over, Bowser, **here comes Wario** making his first game appearance in Super Mario Land 2: 6 Golden Coins. → Happy happy, joy joy! Ren & Stimpy appear in their first Nintendo game, **The Ren & Stimpy Show: Space Cadet Adventures** for Game Boy. → Bill Clinton is elected as the 42nd U.S. President.

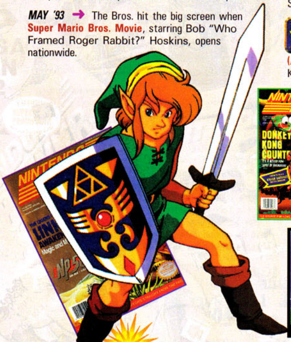
MARCH '93 → Landing in our galaxy in March, **Star Fox** is the first game to use the FX chip, which enables texture mapping and improved sprite and polygon animation. **The FX chip** would merely hint at what the N64 would be capable of three years later.

NINTENDO POWER
STAR FOX
Super FX Heroics


THE LOST VIKINGS

APRIL '93 → Party on, Garth! Two of TV's most popular guilty pleasures become Super NES video games: **Wayne's World and American Gladiators.** → **The Lost Vikings** for the Super NES are so lost that it would take them four years before they would stumble into a sequel.

MAY '93 → The Bros. hit the big screen when **Super Mario Bros. Movie**, starring Bob "Who Framed Roger Rabbit?" Hoskins, opens nationwide.



JULY '93 → Nintendo Power celebrates its **50th issue** with The Legend of Zelda: Link's Awakening gracing the cover.

AUG. '93 → **The Legend of Zelda: Link's Awakening for Game Boy** debuts in August. A dream of a game, the adventure becomes a real eye opener for gamers with its gigantic levels, intriguing story, and lasting appeal. → Mortal Kombat bullies its way to the Super NES and introduces the **Fatality move** to fighting games. → The **X-Files** open on TV.

NOV. '93 → Fighting games become so ridiculously popular that Interplay releases the hilarious Clay Fighter for the Super NES, a parody in which **players battle against a clay Elvis impersonator**, a snowman and other putty baddies.

DEC. '93 → After appearing in NP's comics since Volume 1, **Nester bids farewell** only to make a special reappearance in Volume 100.

JAN. '94 → To promote better health, Life Fitness begins peddling its exercise bike/Super NES workout system, in which the **computerized Lifecycle 3500** would interact with a Super NES Game Pak to simulate rally courses and terrain.

FEB. '94 → In February, **Wario gets a starring role** in Wario Land: Super Mario Land 3 for Game Boy. Revenge!

www.nintendo.com

MAY '94 → Nintendo Power Source goes **on-line**.

JUNE '94 → **Super Game Boy flies onto the scene**, allowing gamers to plug their Game Boy games into a Super NES.

AUG. '94 → DC Comics puts a new spin on the story of Superman, and faster than a speeding bullet, the Super NES is there to catch it in the game, **The Death and Return of Superman.**

NINTENDO POWER
EARTHWORM JIM

OCT. '94 → Soon to be a TV star, **Earthworm Jim stakes his claim** at fame on the Super NES. This month, we also find that a celebrity definitely doesn't make the game, either, as the October release of Shaq Fu proves.

NOV. '94 → **Rare pioneers Advanced Computer Modeling (ACM)**, a detailed graphics system highlighted by Donkey Kong Country's fully-rendered animation. → The popularity of **street fighting games** swells with the film releases of **Double Dragon** starring Alyssa "Who's the Boss?" Milano and Street Fighter starring Jean-Claude "I like kicking" Van Damme. → **Toad lands a starring role** in Wario's Woods for the Super NES.

NINTENDO POWER
DONKEY KONG COUNTRY

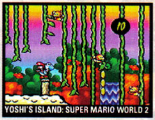
MAY '95 → Enix marches out **Ogre Battle, one of the preeminent tactical-planning games** for the Super NES.

OGRE BATTLE

JUNE '95 → Forget about majestic castles and dewy meadows. Nintendo introduces the modern-day **RPG EarthBound.** → The Super NES merges onto the information superhighway via Catapult's XBand, **a modem that allows gamers to play other XBanders on-line**.

AUG. '95 → With virtual reality being all the rage, Nintendo introduces **Virtual Boy**. By looking into dual lenses of its headset, viewers would be immersed in their game's 3-D imagery. → **Mortal Kombat the movie** premieres.

SEPT. '95 → Doomsday arrives as ID Software delivers **Doom**, its 3-D shooter for the PC, to the Super NES. → **Earthworm Jim becomes so popular he earns his own cartoon series** which would last for two seasons.


YOSHI'S ISLAND: SUPER MARIO WORLD 2

OCT. '95 → Mario reverts to infanthood as Yoshi schleps him around in **Yoshi's Island: Super Mario World 2.**

NOV. '95 → MGM/UA releases its 17th Bond flick, GoldenEye 007, the first to star **Pierce Brosnan as Bond...James Bond.**

DEC. '95 → Last year's DKC introduced Diddy Kong and ACM graphics. A year later, Rare does the game one better with **Donkey Kong Country 2: Diddy's Kong Quest**, an adventure with areas twice as large and graphics even sharper than the first. The game also introduces **Dixie Kong**, the ponytail-slinging simian.

MAY '96 → Mario stars in **Super Mario RPG**, an adventure so monumental that even Bowser is a good guy and Link and Samus make cameo appearances.

NINTENDO POWER
SUPER MARIO 64

SEPT. '96 → Nintendo releases Super Mario 64, PilotWings 64, Wave Race 64 and (drum roll, please) the **Nintendo 64, a 64-bit dream machine** able to create fully-interactive 3-D environments. In the morning, toy stores open their doors to mobs of anxious gamers. **Within three days, more than 350,000 N64s sell across North America.** → Nintendo releases the successor to Game Boy, the **Game Boy Pocket**, a more svelte version of the portable with a higher-contrast screen.

NINTENDO POWER
31 PAGES
NINTENDO 64

DEC. '96 → **The N64 tops many holiday lists**, but, inexplicably, so does Tickle Me Elmo.

PILOTWINGS 64

1994

Donkey Kong Country
Ken Griffey Jr. Presents Major League Baseball
Breath of Fire
Illusion of Gaia
Super Metroid
Mortal Kombat II
Super Street Fighter II
Final Fantasy III
Mega Man V

1995

Mega Man VII
Kirby's Dream Course
Ogre Battle
Earthbound
Bust-A-Move
Mighty Morphin Power Rangers: The Movie
Killer Instinct
Chrono Trigger
Castlevania: Dracula X
Earthworm Jim 2
Donkey Kong Country 2
Mario's Tennis
Teleroboxer
Red Alarm

1996

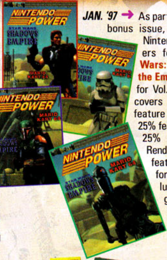
Mega Man X3
Ken Griffey Jr.'s Winning Run
Tetris Attack
Donkey Kong Country 3
Street Fighter Alpha 2
Donkey Kong Land 2: Diddy's Kong Quest
Tetris Attack
Tetris Blast
Tetris 3-D
Super Mario 64
Pilot Wings 64
Wave Race 64
Killer Instinct Gold
Mortal Kombat Trilogy
Star Wars: Shadows of the Empire

1997

Kirby's Dream Land III
Lost Vikings 2
Harvest Moon
Donkey Kong Land 3
Turok: Dinosaur Hunter
Mario Kart 64
Blast Corps
GoldenEye 007
Tetrisphere
NFL Quarterback Club '98
Clay Fighter 63⅓
Extreme-G
Diddy Kong Racing
WCW Vs. NWO: World Tour
San Francisco Rush
Mortal Kombat Mythologies: Sub-Zero

1998

Yoshi's Story
NHL Breakaway
Quake 64
Rampage: World Tour
Kobe Bryant in NBA Courtside
1080° Snowboarding
MLM: Featuring Ken Griffey Jr.
World Cup '98
Forsaken 64
BioFreaks
Banjo-Kazooie



JAN. '97 → As part of the January bonus issue, four different Nintendo Power covers featuring **Star Wars: Shadows of the Empire** are created for Vol.92. Of the four covers printed, 40% feature Storm Trooper, 25% feature Boba Fett, 25% feature Dash Rendar and only 10% feature IG-88. The force is with those lucky few who got the IG-88 cover!

APRIL '97 → **Multicolored Game Boy Pockets** brighten our world. → The Tamagotchi craze hits America's shores. The virtual pets that require perpetual care from their owners become so phenomenally distracting that Tamagotchis begin to cause fender benders and other unfortunate mishaps. **Bad Tamagotchi! Bad!** → Acclaim's **Turok: Dinosaur Hunter** enters the hallowed halls of the N64 to become the system's first first-person shooter.

MAY '97 → History repeats itself. In the early '80s, Nintendo produced a collection of handheld LCD games called Game & Watch. Fifteen odd years later, **Game & Watch Gallery**, a Game Boy game collecting many of those titles in one Game Pak, comes out. → Catapult ends its **XBand service**.

055
SLIPPY
Enemy robot dead ahead!
STARFOX

JUNE '97 → **The Rumble Pak**, a force-feedback Controller accessory that vibrates in reaction to events in your game, **rocks the gaming world** and the Lylat galaxy with its debut **in Star Fox 64.**

NP'S PLAYER'S GUIDE

AUG. '97 → Two years after the movie premiered, **James Bond returns in GoldenEye 007**, but this time it's an N64 video-game version that would help redefine the 3-D shooting genre. GoldenEye would go on to win the **first ever Academy of Interactive Arts and Sciences game of the year award**.

OCT. '97 → On October 4th, **Gunpei Yokoi, a visionary and pioneer for Nintendo** and the entire video game industry passes away. Mr. Yokoi was an inventor and toy maker who made inroads into the gaming industry by designing the Game & Watch, Game Boy and Game Boy Pocket. → One of the big attention-getters of '97 begs for gamers' attention. Constant attention. Like, feed me, praise me, guess in which direction I'll smile... **Tamagotchi hatches on Game Boy.** → The **Super NES gets a makeover** to sport a sleeker look.

SEPT. '97 → **Nintendo Power celebrates its 100th issue.**

NOV. '97 → Video games are still blockbuster material and **Duke Nukem**, the star of PC games and his very own N64 game, **becomes one of many pixelated heroes to head for Hollywood**. It should be familiar territory for Duke, considering that he borrows most of his catch phrases from the 1992 film, Army of Darkness.

DEC. '97 → One of radio's big singles for '97 "whoo-hoos" its way into gamers' homes when Blur's "Song 2" plays as the opening theme in **FIFA Road to the World Cup '98** on the N64. Another of the year's hits, the ubiquitous "Tubthumping" by Chumbawamba becomes the theme for the game's sequel, **World Cup '98**, five months later. → **The Pokémon craze continues to rage in Japan**, and American audiences begin anxiously anticipating the monsters' western invasion.

JAN. '98 → **Gail Tilden**, editor in chief and **champion of Nintendo Power** since its inception, leaves the magazine to become Nintendo of America's Director of Product Development and Acquisition. Gail begins to oversee the launch of Pokémon for Game Boy, due out later this year.

APRIL '98 → Legend of the Mystical Ninja Starring Goemon and Clay Fighter Sculptor's Cut make their musical entrances in the spring to become the **first N64 games to feature full-length theme songs** with vocals and accompanying visuals.

MAY '98 → The final episode of **Seinfeld** airs.

JUNE '98 → With **Banjo-Kazooie**, Rare takes the innovations of Super Mario 64 a few steps farther. → Nintendo turns a game system into a photography studio with the release of the **Game Boy Camera and Printer.**

JULY '98 → Nintendo Power celebrates its **10th anniversary**.

SO THERE **you have it. Ten years of Power on the one hand, and ten years of cultural and world events on the other. Of course, what really matters is that you're having fun and we're getting paid to play games. Let's go for ten more!**

PLAYER'S POLL CONTEST

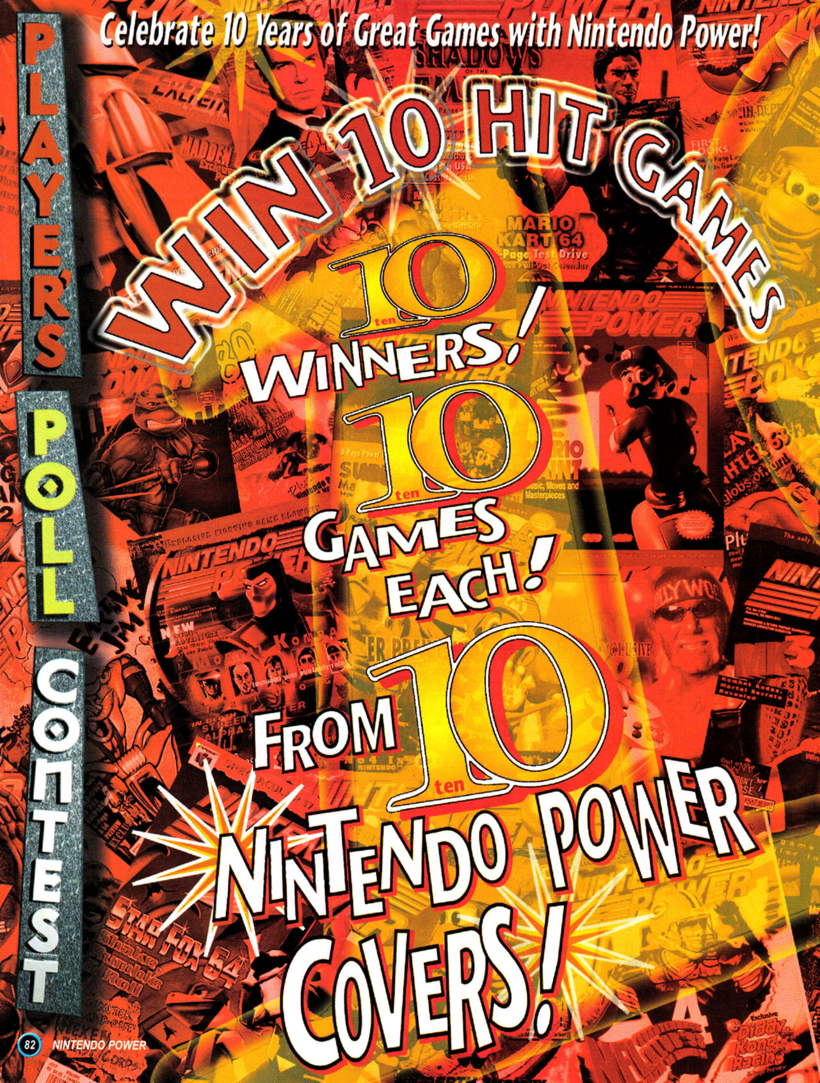
Celebrate 10 Years of Great Games with Nintendo Power!

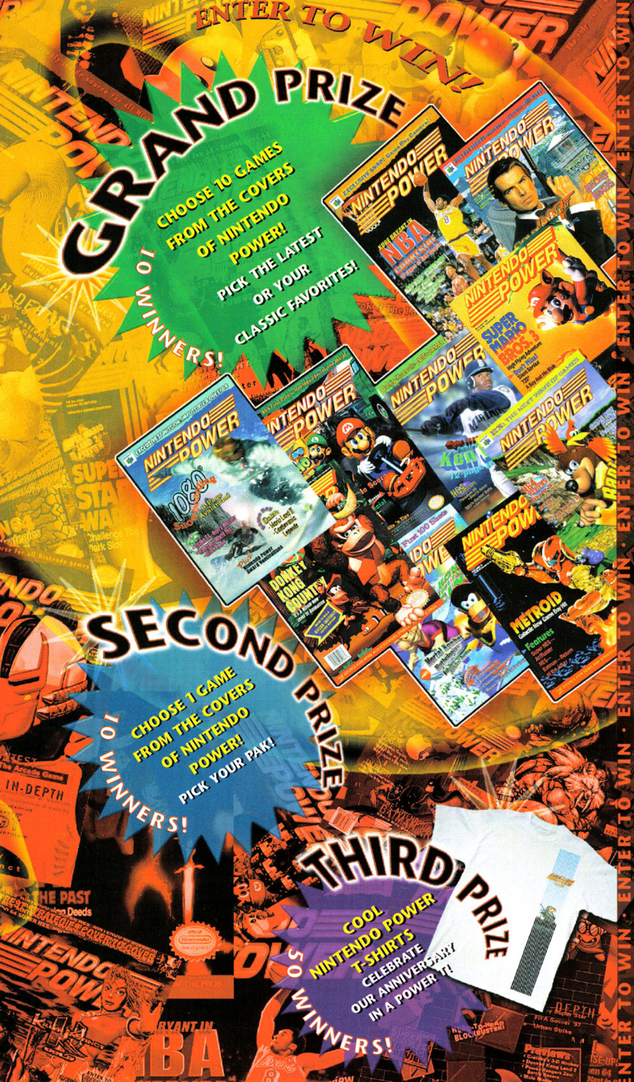
WIN 10 HIT GAMES

10 WINNERS!

10 GAMES EACH!

FROM 10 NINTENDO POWER COVERS!




ENTER TO WIN!
GRAND PRIZE
CHOOSE 10 GAMES FROM THE COVERS OF NINTENDO POWER! PICK THE LATEST OR YOUR CLASSIC FAVORITES!
10 WINNERS!
SECOND PRIZE
CHOOSE 1 GAME FROM THE COVERS OF NINTENDO POWER! PICK YOUR PAK!
10 WINNERS!
THIRD PRIZE
COOL NINTENDO POWER T-SHIRTS CELEBRATE OUR ANNIVERSARY IN A POWER T!
50 WINNERS!
ENTER TO WIN · ENTER TO WIN · ENTER TO WIN · ENTER TO WIN · ENTER TO WIN · ENTER TO WIN

NP PLAYER'S POLL

your vote counts!

YOU CAN'T WIN IF YOU DON'T SEND IT IN!

Fill out the card and send it in! We'll tally your vote for the Power Charts and enter you in the contest!

Official Contest Rules

No purchase necessary. To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 110, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 110
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than August 1, 1998. We are not responsible for lost or misdirected mail. On or about August 15, 1998, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 160:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address above after August 31, 1998.

Prizes: Ten First Prize Winners win ten games each of their choice from among games that have been featured on the cover of Nintendo Power. Ten Second Prize winners win one game each that has been featured on the cover of Nintendo Power. All game selections for all prizes are subject to availability. Not all games that have been featured on the cover of Nintendo Power are available. Winners will be able to select their games from among a list of featured games that are available. Some restrictions apply. Valid only in the U.S. and Canada. Not valid in Quebec. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

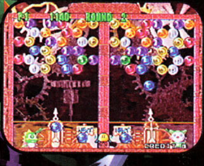
BUST-A-MOVE

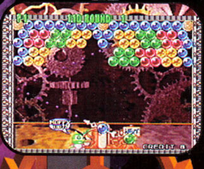
ARCADE 2 EDITION™

© 1998 Taito Corporation

Get off your couch and bust a move—here comes the first ever Nintendo 64 version of one of the most popular puzzle games of all times!

There are no two ways about it: Bust-A-Move 2 for the N64 simply outshines all of its predecessors. But don't worry–Acclaim has preserved the same great game features you've come to know and love so well: a two-player option, three main modes of play and all the bubble-bustin' challenge that made the game a legend. So how's Bust-A-Move 2 better than before if the game play's basically the same? Here's a one-word answer: graphics. Its colorful backgrounds, wider screens, and big, bright bubbles are all beauties to behold. In fact, the graphics are so close to arcade-perfect that you may find yourself trying to cram a quarter into your N64!

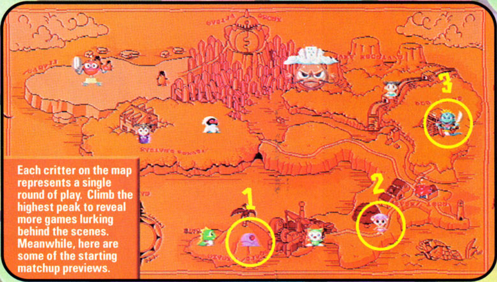




Versus Game

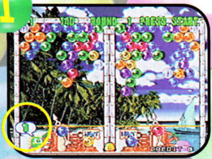
The aim of this game is to criss-cross a continent by besting computerized critters in 12 separate competitions. Since bubbles are added to your opponent's stack each time you clear a bunch from your screen, put clever strategies aside and just bust bubbles as quickly as you can.

Try to Beat the Computer by Busting Your Way Across a Continent!



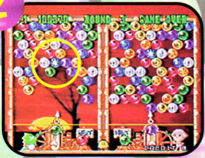
Each critter on the map represents a single round of play. Climb the highest peak to reveal more games lurking behind the scenes. Meanwhile, here are some of the starting matchup previews.

1



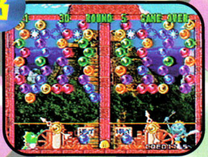
Even though a clock will count down and your bubble will launch automatically if you take too much time, don't rush your shots. Besides, your first opponent appears to be playing the game in slow motion.

2



The first player to reach the star bubble in this round has a tremendous advantage. When the star bubble becomes clear, try to hit it with a bubble of the same color as one of the bubbles at the top of the screen.

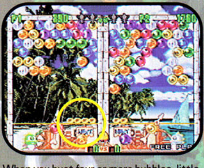
3



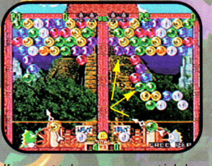
In this matchup, bust the bubbles at the bottom of the screen methodically to clear a path to the star bubbles near the top. If you try to get fancy with your shots, a swift defeat is almost guaranteed.

Try to Bury Your Best Buddy in Bubbles!

While he or she may not be as cute as the computer's critters, a human opponent will only add fun to your face-off. The objective's the same as in the one-player game: Clear your screen while trying to get your buddy into bubble trouble.



When you bust four or more bubbles, little balls will start lining up on your opponent's screen. After a few seconds, the balls will turn into bubbles and be added to the lowest rows of the other player's stacks. The more bubbles you bust with a single shot, the more will appear on your challenger's screen!



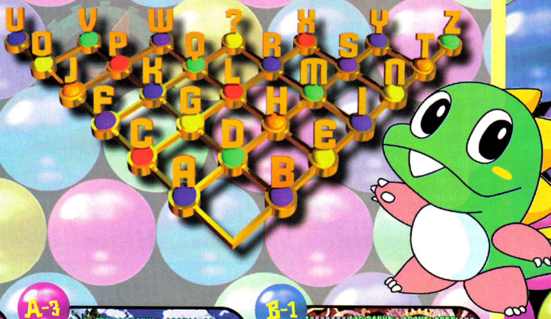
If you want to bury your opponent in bubbles, try making long chains that can be brought down with a single shot. For example, the player on the right has a great chain going. But the question is, does he use the green bubble to bust the bottom of the chain, or does he hold out for a purple bubble to bring the whole chain down?

Puzzle Game

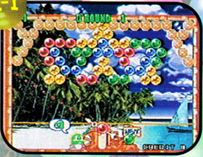
The aim of this game is to pick a five-letter path to the top of a triangular grid, with each letter providing five unique stages of bubble-busting play. But be careful–as you progress through the grid, the challenge of clearing the screens definitely increases.

Tips on Getting Through the Grid

Although there are some simple strategies for getting past a few of this game's many stages, don't get fooled into thinking there's one easy path through the grid. Each letter in a horizontal row is just as tough as the others.

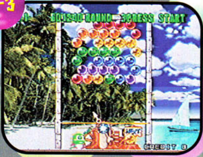


A-1



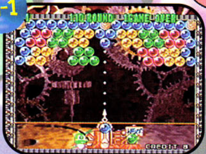
When the first stage begins, a dotted line will show the paths your bubbles will make before they're shot. It's a big help, but after this stage, you'll see it again only if you fail to clear a screen.

A-3



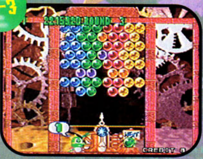
This special star bubble will take out all the bubbles on the screen that are the same color as the first one it touches. In this case, you should target the bottom red bubble to clear the stage with a single shot.

B-1



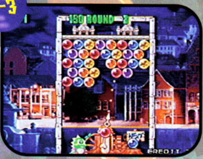
In this stage, stack your bubbles to the right or left of center until a blue bubble becomes available. When it does, just fire it straight up to make this entire house of bubbles come crashing down.

B-3



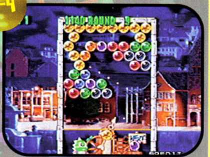
When the green bubble is next in line, it would be a waste to hurl the star bubble straight ahead. Instead, shoot the star bubble into one of the corners to start opening up bank shot possibilities.

C-3



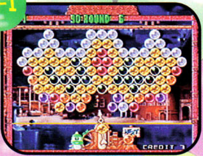
When you come to a stage with no discernible patterns, good shots are more important than grand strategies. The screen will eventually clear as long as you don't fire bubbles willy nilly.

C-4



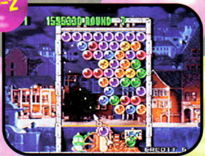
Now that you've seen why bank shots are an important element of this game, you should know something else about them: aiming bubbles so they bounce perfectly off a wall without the guide line is a lot tougher than it looks.

D-1



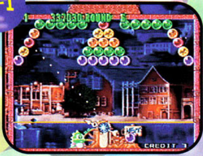
This stack-down of bubbles nearly scrapes the bottom of the screen! Try to clear the yellow bubbles first, so that when a white bubble becomes available, you can clear the whole shebang.

D-2



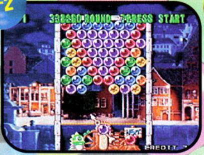
If you can start by reaching the top row with the purple bubble, dumping the entire screen will become a one-shot deal. If you can't, make bank shots to the left to clear a larger pathway to the top.

E-1



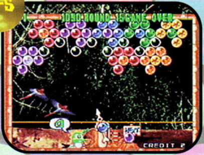
You may be tempted to go for the top row of green with your star bubble, but you'd be better off targeting one of the red bubbles on either side of the screen. Then two green bubbles can finish things off.

E-2



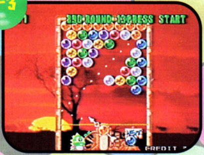
It would be a mistake to aim at any color of bubble other than red at the center of this stack. But once you've shot the red bubble and the sides of the stack have fallen off, finishing the stage should be a cinch.

G-5



A Bubble cluster is easy to clear if your current bubble matches the one surrounded by a semicircle of other bubbles. If it doesn't, aim for the semicircle in order to keep a direct path open to the center bubble.

H-3



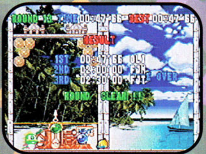
While this stage presents the possibility of clearing everything out in a shot or two, the necessary banking angles are difficult to determine. Try to clear the lane a little before attempting a winning shot.

Time Attack

This game is about clearing screens as fast as you can. While it's not always the case, you should be able to bust most of the bubbles in each stage with just a few shots. And if you can get one of the best times in any stage, it will be posted for posterity.

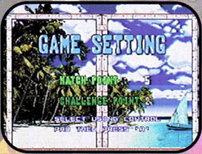
A Controller Pak Can Save the Day!

You'd better have a Controller Pak, because it's a major help if you're trying to finish Time Attack's one-player mode. Besides saving your scores, it also saves your place–a nifty feature when you have 50 levels to polish off.



ROUND 13 TIME 00:47'66 BEST 00:47'66
RESULT
1ST 00:47'66 OLI
2ND 02:00'00 FJN
3RD 02:30'00 FJT
ROUND CLEAR!!!

Show Your Pal Who's the Bubble Boss



GAME SETTING
MATCH POINT 5
CHALLENGE POINT 2
SELECT USING CONTROL PAD THEN PRESS 'A'

Time Attack's two-player mode is a head-to-head battle to see who's the quicker bubble buster. But before you begin, set the match point between one and five. Now clear that many screens before your opponent can!

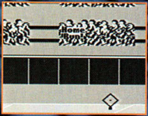
ALL-STAR BASEBALL '99

Acclaim's All-Star Baseball '99 looks and plays much the same as Frank Thomas Big Hurt Baseball, but we don't mind at all. In fact, it means you get lots of batting and pitching options, good fielding control and six play modes crammed into just two megs of memory. All that, and you can take it with you, too!

GOOD PLAY AT HOME OR ON THE ROAD

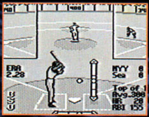
We always knew that recycling was good for the environment, and now we know that it can be good for video games, too. Based on the Big Hurt engine, All-Star Baseball '99 features updated team rosters (including the 1998 expansion teams) and a two-player mode its predecessor didn't have. The result is a fine baseball game that plays much bigger than what you might expect on the Game Boy. With six play modes, this little slugger will satisfy your baseball cravings at home or away.

HOME RUN DERBY



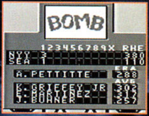
Think you can match bats with Griffey, McGwire or Vaughn? Here's your chance to prove it.

EXHIBITION


400
ERA 2.28
NYY 0
Sea 0
Top of 1
Avg.388
HR 20
RBI 155

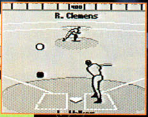
You can challenge the computer or a pal to a friendly game. The season is not on the line, but your pride is!

SEASON


BOMB
123456789X RHE
NYY 3 380
SEA 1 110
ERA
A. PETTITTE 288
AVG
K. GRIFFEY JR 302
E. MARTINEZ 317
J. BUHNER 257

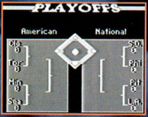
A password system allows you to save your progress through a full season with your chosen team.

BATTING PRACTICE


400
R. Clemens

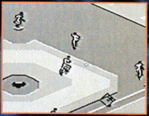
So you're having problems hitting a particular pitch? Head to the batting cage for a few practice swings.

PLAYOFFS


PLAYOFFS
American
National
Cle 0
Tor 0
Min 0
Sea 0
S.D. 0
Phi 0
Pit 0
L.A. 0

If you're the impatient type, you can skip over the season and head straight to the championships.

ALL STAR



You can also play a single game with the best of two leagues. There are no scrubs in these lineups!

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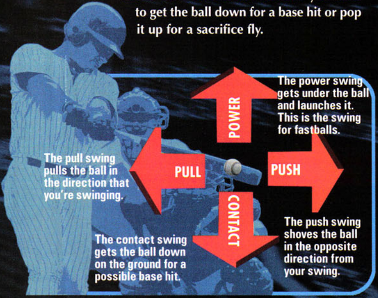
OFFENSE

MAKING A CONNECTING FLIGHT

ASB '99 has a surprising number of batting options, and connecting with the ball involves much more than timing your swing. You can choose from among many swings, and each one will affect the ball differently. When choosing a swing, think about the situation and whether you need to get the ball down for a base hit or pop it up for a sacrifice fly.



The power swing gets under the ball and launches it. This is the swing for fastballs.

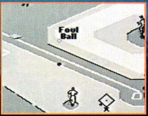
The pull swing pulls the ball in the direction that you're swinging.

The contact swing gets the ball down on the ground for a possible base hit.

The push swing shoves the ball in the opposite direction from your swing.

THE PROPER STANCE

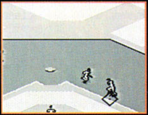
Where you stand at the plate is also important. If you hit the ball with the handle of the bat, the ball will likely pop up over your head. If you hit the ball with the end of the bat, the ball will likely go foul, in the opposite direction of your swing.



Swinging too early or too late will also make the ball go foul.

ROUNDING THE BASES

Players will not advance around the bases automatically unless they have to; e.g., if there's someone on first and the batter gets a base hit. If first is open, you'll have to command runners on second and third to make a run for it.

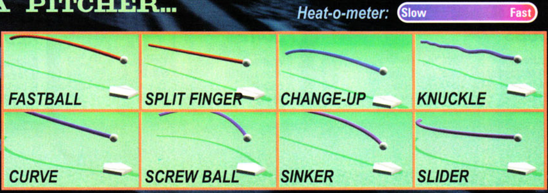


Like base running, stealing also takes careful management. Take a lead from first and run on off-speed pitches.

DEFENSE

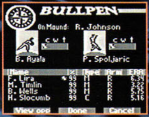
WE WANT A PITCHER...

The chart at right shows the flight path for each type of pitch as thrown by a right-hander (flip-flop them for lefties) as well as the relative speed of each pitch. Remember, though, that any pitch can be thrown slow, medium or fast.



...NOT A BELLY-ITCHER!

Starting pitchers get all the attention, but we know that many games are won or lost on the efforts of the bullpen. When choosing a reliever, consider pitcher stamina, the number of innings left, and who will bat next. For example, lefty pitchers will have a better chance against right-handed batters.


BULLPEN

On Mound: R. Johnson

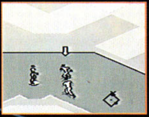
B. Ayala
P. Spoljaric

Name	%	Type	Arm	ERA
F. Lira	* 99	M	R	6.34
M. Timlin	99	M	R	3.22
B. Wells	99	M	R	5.75
H. Slocumb	99	C	R	5.16

Get as many innings as you can out of starters, but don't exhaust them.

FIELDING DREAMS

The game also allows you to choose where your infielders and outfielders set up. If you think your opponent is going to bunt, pull your infield in to try to get the double play. If a slugger is coming up to the plate, set your outfielders farther back to catch the long fly ball and avoid giving up extra bases.



Having your infield close can help in double play situations, but watch for line drives.

NATIONAL LEAGUE

While any club has a shot at stardom in your fantasy season, we knew you'd like to see a few stats, so we've listed the teams alphabetically by division. Each club's card shows the batting averages for the starting line-up and the earned run average for the pitcher at the top of the starting rotation. We've also calculated each team's overall BA and ERA.

NATIONAL LEAGUE EAST

BRAVES

Team BA: .264
Team ERA: 4.21

M. Tucker	.271	A. Jones	.228
T. Graffanino	.241	J. Lopez	.288
C. Jones	.292	W. Weiss	.258
A. Galarraga	.288	G. Maddux	.236
R. Klesko	.279	G. Maddux	2.20

EXPOS

Team BA: .246
Team ERA: 5.25

M. Grudzielanek	.282	C. Widger	.228
S. Livingston	.287	F. Santangelo	.268
V. Guerrero	.293	J. Vidro	.249
R. White	.283	C. Perez	.026
B. Fullmer	.300	C. Perez	3.88

MARLINS

Team BA: .254
Team ERA: 4.91

L. Castillo	.248	D. Lee	.259
E. Renteria	.290	M. Kotsay	.192
G. Sheffield	.286	C. Johnson	.241
B. Bonilla	.285	A. Fernandez	.238
C. Floyd	.247	A. Fernandez	3.59

METS

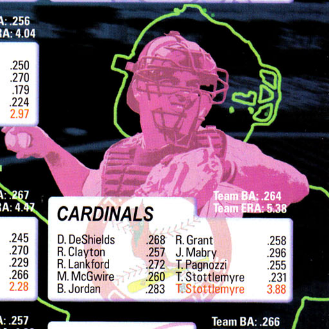
Team BA: .276
Team ERA: 4.81

B. McRae	.277	C. Baerga	.296
E. Alfonzo	.314	T. Pratt	.239
J. Olerud	.302	R. Ordonez	.240
B. Huskey	.317	A. Leiter	.241
B. Gilkey	.257	A. Leiter	4.34

PHILLIES

Team BA: .256
Team ERA: 4.04

D. Glanville	.291	M. Lieberthal	.250
B. Abreu	.248	M. Lewis	.270
G. Jefferies	.291	D. Relaford	.179
S. Rolen	.278	C. Schilling	.224
R. Brogna	.274	C. Schilling	2.97



NATIONAL LEAGUE CENTRAL

ASTROS

Team BA: .279
Team ERA: 5.17

C. Biggio	.288	B. Ausmus	.257
D. Bell	.282	R. Hidalgo	.306
M. Alou	.292	T. Bogar	.245
J. Bagwell	.304	S. Reynolds	.267
S. Berry	.275	S. Reynolds	4.23

BREWERS

Team BA: .267
Team ERA: 4.47

M. Grissom	.279	J. Valentin	.245
J. Cirillo	.295	F. Vina	.270
D. Nilsson	.282	M. Matheny	.229
J. Jaha	.274	C. Eldred	.266
J. Burnitz	.266	C. Eldred	2.28

CARDINALS

Team BA: .264
Team ERA: 5.38

D. DeShields	.268	R. Grant	.258
R. Clayton	.257	J. Mabry	.296
R. Lankford	.272	T. Pagnozzi	.255
M. McGwire	.260	T. Stottlemyre	.231
B. Jordan	.283	T. Stottlemyre	3.88

CUBS

Team BA: .268
Team ERA: 4.09

L. Johnson	.294	K. Orie	.275
M. Morandini	.268	J. Blauser	.268
M. Grace	.310	S. Servais	.247
S. Sosa	.257	K. Tapani	.242
H. Rodriguez	.253	K. Tapani	3.30

PIRATES

Team BA: .257
Team ERA: 4.29

T. Womack	.274	J. Kendall	.297
J. Allensworth	.258	F. Garcia	.144
A. Martin	.288	K. Polcovich	.273
K. Young	.252	J. Lieber	.263
J. Guillen	.267	J. Lieber	4.49

REDS

Team BA: .266
Team ERA: 5.43

C. Stynes	.314	E. Perez	.234
J. Nunnally	.263	E. Taubensee	.264
B. Larkin	.299	B. Boone	.253
R. Sanders	.271	D. Burba	.255
W. Greene	.243	D. Burba	4.73

NATIONAL LEAGUE WEST

DIAMONDBACKS

Team BA: .227
Team ERA: 4.73

D. White	.260	Y. Benitez	.281
J. Bell	.268	J. Fabregas	.267
B. Brede	.276	T. Batista	.256
M. Williams	.264	A. Benes	.023
K. Garcia	.150	A. Benes	3.10

DODGERS

Team BA: .276
Team ERA: 3.35

R. Cedeno	.257	T. Zeile	.264
E. Young	.292	T. Hollandsworth	.269
M. Piazza	.334	J. Vizcaino	.273
E. Karros	.264	I. Valdes	.234
R. Mondesi	.299	I. Valdes	2.65

GIANTS

Team BA: .264
Team ERA: 4.06

D. Hamilton	.288	C. Hayes	.265
S. Javier	.263	B. Johnson	.260
B. Bonds	.288	R. Aurilia	.257
J. Snow	.263	S. Estes	.223
J. Kent	.269	S. Estes	3.18

PADRES

Team BA: .245
Team ERA: 4.42

D. Veras	.261	G. Vaughn	.242
S. Finley	.279	C. Gomez	.247
T. Gwynn	.340	C. Hernandez	.247
K. Caminiti	.275	K. Brown	.024
W. Joyner	.292	K. Brown	2.69

ROCKIES

Team BA: .276
Team ERA: 4.39

M. Lansing	.276	T. Helton	.280
E. Burks	.290	N. Perez	.274
L. Walker	.297	J. Reed	.248
D. Bichette	.295	D. Kile	.225
V. Castilla	.299	D. Kile	2.57

AMERICAN LEAGUE

If you're not a big baseball fan, you may be wondering why the American League teams don't list pitchers in their batting lineups. This is because the AL adopted what is known as the "designated hitter rule," which allows pitchers to sit out when it's their turn to bat. Players known as designated hitters bat for them, allowing pitchers to save their strength.

AMERICAN LEAGUE EAST

BLUE JAYS

Team BA: .260
Team ERA: 4.56

S. Stewart	.265	M. Stanley	.273
T. Fernandez	.282	E. Sprague	.246
J. Cruz Jr.	.248	B. Santiago	.261
C. Delgado	.253	A. Gonzalez	.235
S. Green	.278	R. Clemens	2.05

DEVIL RAYS

Team BA: .281
Team ERA: 5.11

Q. McCracken	.291	M. Kelly	.241
W. Boggs	.331	J. Flaherty	.258
D. Martinez	.276	K. Stocker	.262
F. McGriff	.285	A. Ledesma	.322
P. Sorrento	.264	W. Alvarez	3.48

ORIOLES

Team BA: .272
Team ERA: 4.10

B. Anderson	.261	J. Carter	.259
R. Alomar	.304	B. Surhoff	.277
R. Palmeiro	.294	C. Hoiles	.262
C. Ripken Jr.	.276	M. Bordick	.254
E. Davis	.263	M. Mussina	3.20

RED SOX

Team BA: .280
Team ERA: 4.53

N. Garciaparra	.298	D. Bragg	.254
J. Valentin	.296	J. Leyritz	.269
M. Vaughn	.298	T. Naehring	.282
R. Jefferson	.302	D. Buford	.232
T. O'Leary	.290	P. Martinez	1.90

YANKEES

Team BA: .280
Team ERA: 4.24

C. Knoblauch	.304	P. O'Neill	.287
D. Jeter	.300	C. Curtis	.267
B. Williams	.292	S. Brosius	.248
T. Martinez	.276	J. Giardini	.272
C. Davis	.275	A. Pettitte	2.88

AMERICAN LEAGUE CENTRAL

INDIANS

Team BA: .285
Team ERA: 4.84

K. Loften	.316	T. Fryman	.274
D. Vizquel	.265	S. Alomar	.280
D. Justice	.283	B. Giles	.294
J. Thome	.288	C. Garcia	.269
M. Ramirez	.304	C. Nagy	4.28

ROYALS

Team BA: .268
Team ERA: 4.59

J. Damon	.274	D. Palmer	.249
J. Offerman	.271	J. Dye	.259
H. Morris	.305	M. Sweeney	.257
J. King	.255	O. Miller	.259
J. Conine	.290	K. Appier	3.40

TIGERS

Team BA: .269
Team ERA: 5.10

B. Hunter	.278	J. Randa	.292
B. Roberts	.296	D. Easley	.251
L. Gonzalez	.268	J. Oliver	.250
T. Clark	.263	D. Cruz	.241
B. Higginson	.284	J. Thompson	3.02

TWINS

Team BA: .272
Team ERA: 4.84

O. Nixon	.269	T. Steinbach	.272
P. Meares	.267	S. Stahoviak	.259
P. Molitor	.308	M. Lawton	.256
M. Cordova	.282	T. Walker	.244
R. Coomer	.293	B. Radke	3.87

WHITE SOX

Team BA: .271
Team ERA: 4.88

M. Cameron	.248	M. Ordonez	.319
R. Durham	.268	R. Sierra	.269
A. Belle	.292	C. O'Brien	.222
F. Thomas	.330	B. Gil	.215
R. Ventura	.276	J. Navarro	5.79

AMERICAN LEAGUE WEST

ANGELS

Team BA: .274
Team ERA: 4.53

D. Erstad	.295	C. Fielder	.256
R. Velarde	.269	G. Anderson	.301
J. Edmonds	.290	T. Greene	.251
T. Salmon	.293	G. DiSarcina	.253
D. Hollins	.265	C. Finley	4.23

A'S

Team BA: .272
Team ERA: 4.68

J. McDonald	.263	K. Abbott	.256
G. Williams	.245	S. Mack	.300
J. Giambi	.287	B. Grieve	.312
S. Spiezio	.247	M. Stairs	.283
M. Blowers	.262	K. Rogers	5.65

MARINERS

Team BA: .281
Team ERA: 4.24

J. Cora	.277	D. Segui	.279
A. Rodriguez	.314	R. Davis	.260
K. Griffey Jr.	.302	D. Wilson	.267
E. Martinez	.317	G. Hill	.263
J. Buhner	.257	R. Johnson	2.28

RANGERS

Team BA: .273
Team ERA: 4.67

T. Goodwin	.273	L. Stevens	.254
I. Rodriguez	.290	F. Tatis	.256
R. Greer	.312	K. Elster	.227
J. Gonzalez	.285	M. McLemore	.258
W. Clark	.302	J. Burkett	4.56

REPLAY VALUE

The only drawback to All-Star Baseball '99 is that the game does not support the Super Game Boy color palette. That very small quibble aside, ASB '99 is a solid baseball sim that offers lots of major league thrills, and, with the addition of the two-player mode, lots of replay value.

ARENA

Are you game?

THE CHALLENGES

BEARING IT ALL

Strap on your backpack, Breegull and all, then head to Mumbo's Mountain to find every item in the area. Collect all 100 notes, ten Jiggys, and two Honeycomb Pieces as fast as you can, and if you're quicker than the average bear, you could be inducted into Arena.

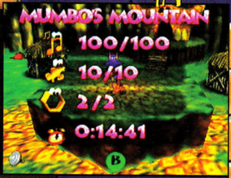
COOL STUNTS AND SLICK TRICKS

Are your stunt-boarding abilities so extreme that you can run circles (like three of 'em?) around the other boarders? If you've got the moves, grind 'em out in Trick Attack, then send us a photo of your high score.

WATCH OUT, ROGER MARIS

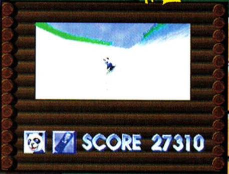
To enter Arena's version of the Baseball Hall of Fame, send us a snapshot of your Home Run Derby record. If you're one of our top 25 home run hitters, you'll be heading home with four Power Stamps.

#1



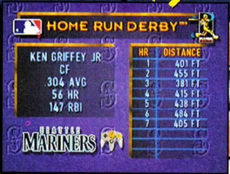
BANJO-KAZOOIE

#2



1080° SNOWBOARDING

#3



HR	DISTANCE
1	401 FT
2	455 FT
3	381 FT
4	415 FT
5	438 FT
6	484 FT
7	405 FT

MLB FEATURING KEN GRIFFEY JR.

TEMPO SOUND I SOUND II NOISE SE
↑155 ON ON ON

HIDE AND SEEK

Our Game Boy Camera DJ has taken his two turntables and microphone and has set up his show somewhere else in the mag. Search this issue to find where it's at.

NP SCOREBOARD

STAR FOX 64

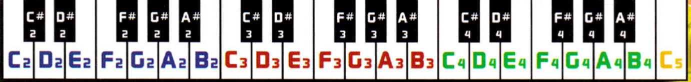
Most Venomian Units Destroyed (Vol. 103)

Randy Harden, Edmonds, WA	1,805
Seth Faber, Anaconda, MT	1,801
Reno Gorman, Folsom, CA	1,799
Troy Segale, Santa Barbara, CA	1,795
Ivan Vazquez, Downey, CA	1,794
Ezra Zadkiel, San Francisco, CA	1,792
John Hopersberger, Howell, MI	1,788
Sam Ahlfield, West Salem, IL	1,782
Zachary Stephens, Burke, VA	1,778
Anton Subido, Roseville, CA	1,774
Nathan Young, Red Boiling Springs, TN	1,764
Chris Sipple, Sicklerville, NJ	1,762
Baron Sison, San Francisco, CA	1,760
Jonathan Gilliam, Reseda, CA	1,756
Kyle Kashiwagi, Bellevue, WA	1,754
Jessie Townley, Yuma, AZ	1,753
Robert Coulson, Phoenix, AZ	1,749

DIDDY KONG RACING

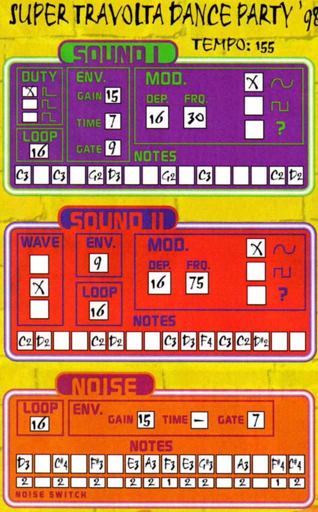
Fastest Times for Spaceport Alpha (Vol. 105)

Eric Bush, Lake Waccamaw, NC	1:44.48
Andrew Peraza, Highwood, IL	1:46.58
Jonathan Hamner, Jonesboro, GA	1:48.50
Jason Frank, Rockford, IL	1:48.68
Scott Miller, Lodi, CA	1:49.20
Kan Zhu, Tempe, AZ	1:49.60
James Fitzgibbon, Akron, OH	1:49.90
Jason Mundell, Okotoks, AB	1:50.05
Jon Hanson, Fergus Falls, MN	1:50.45
Devin Folk, Carmichael, CA	1:50.53
G. Evangelopoulos, Sugar Land, TX	1:50.78
Nicholas Potter, Diamond Bar, CA	1:51.46
John Sauer, North Hollywood, CA	1:51.73
Nathan Gray, Thomson, IL	1:51.83
Robert Hill, Hollywood, FL	1:51.85
Mike Kapadia, Cherry Hill, NJ	1:51.91
Justin Sharpe, Woodland Hills, CA	1:51.98



TRY THIS

BEAT GENERATION Game Boy Camera's DJ Mode can turn anyone into a techno-music prodigy. Transcribe your compositions onto the worksheet we've provided below, then send it to Arena. If your tune is one of our fave raves, we'll send you four Power Stamps and print your music in our mag so other DJs can give it a test spin. To get you in DJ-Mode mood, plug in the music from our sample song on the left.



SUPER TRAVOLTA DANCE PARTY '98

TEMPO: 155

SOUND I

DUTY ☒ ☐ ☐

LOOP 16

ENV. GAIN 15 TIME 7 GATE 9

MOD. DEP. 16 FRQ. 30

☒ ∿ ☐ ⊓ ☐ ?

NOTES

C3		C3		G2	D3			G2		C3				C2	D2

SOUND II

WAVE ☐ ☒ ☐

ENV. 9

LOOP 16

MOD. DEP. 16 FRQ. 75

☒ ∿ ☐ ⊓ ☐ ?

NOTES

C2	D2			C2	D2			C3	D3	F4	C3	C2	D#2		

NOISE

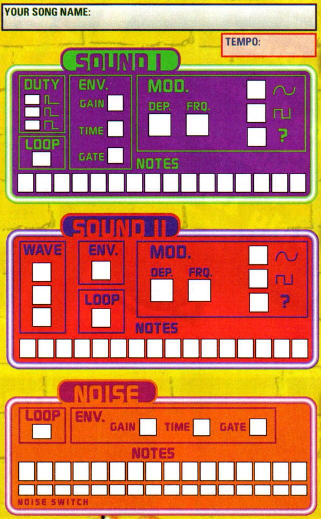
LOOP 16

ENV. GAIN 15 TIME – GATE 7

NOTES

D3		C#4		F#3		E3	A3	F3	E3	G#3		A3		F#4	C#4
2		2		2		2	2	1	2	2		2		1	2

NOISE SWITCH



YOUR SONG NAME:

TEMPO:

SOUND I

DUTY ☐ ☐ ☐

LOOP ☐

ENV. GAIN ☐ TIME ☐ GATE ☐

MOD. DEP. ☐ FRQ. ☐

☐ ∿ ☐ ⊓ ☐ ?

NOTES ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

SOUND II

WAVE ☐ ☐ ☐

ENV. ☐

LOOP ☐

MOD. DEP. ☐ FRQ. ☐

☐ ∿ ☐ ⊓ ☐ ?

NOTES ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

NOISE

LOOP ☐

ENV. GAIN ☐ TIME ☐ GATE ☐

NOTES ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

NOISE SWITCH

SAN FRANCISCO RUSH

Best Lap Times for Track 1 (Vol. 106)

Chris Conway, Bremen, GA	0:59.00
Jon Quinn, Salem, MO	1:00.82
Timothy Hartunian, Lakeside, MT	1:02.00
Mike Moran, Cedar Hill, MO	1:03.33
Paul Arebalo, Tulsa, OK	1:05.12
Adam Leader, Norfolk, NE	1:05.63
Charles Pascotte, Johnson City, IL	1:05.72
Jed Rivero, San Jose, CA	1:06.66
Karl Hazucha, South Haven, MI	1:07.08
Eric Eliot, Kirkland, WA	1:07.30
Jason Sikorski, Hatfield, MA	1:07.70

WHEEL OF FORTUNE

Biggest Winnings (Vol. 106)

Robert Coulson, Phoenix, AZ	$984,850
Aaron Likens, St. Louis, MO	$199,300
Anthony Mariano, Wynantskil, NY	$76,050
Christos Sofronas, Montreal, PQ	$25,500
Bruno Ealo, Jermyn, PA	$23,550

DO YOU HAVE WHAT IT TAKES?

Send us challenge ideas or photos of your achievements for this month's Arena. If we use your suggestion or if you're a top qualifier, you'll receive Super Power Stamps and have your name featured in NP. For a complete list of qualifiers, surf to www.nintendo.com.

HOW TO BE PICTURE PERFECT

• Include your N64 or Super NES in the photo of your high score. • Dim the lights, then take a few photos without a flash. • If you're taking a photo of a Game Boy, place it on a flat surface. • Write your name, address and Member Number on the back of your photo. • The Arena challenges featured in this issue must be received no later than August 10, 1998.

E-mail us with challenges and suggestions at:
arena@nintendo.com
OR send entries to:
Power Player's Arena, P.O. BOX 97033
Redmond, WA 98073-9733

ANSWERS TO VOLUME 109

HIDE & SEEK:

Offroad Challenge

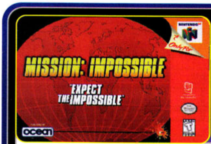
As always, the Hide & Seek challenge is just for fun, so you won't win Power Stamps for finding our DJ. But you could win Power Stamps if we like your Game Boy Camera song, so make copies of our work-sheets and send us as many of your original compositions as you'd like!

Nintendo NOW PLAYING

Your Power Guide To The Latest Releases July 1998

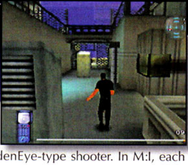
N64
Game Boy
Super NES

MISSION: IMPOSSIBLE



- Ocean/96 Megabits
- 1 player
- 3 game save files
- Rumble Pak compatible
- 24 stages

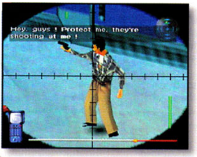
TEEN
T
AGES 13+
CONTENT RATED BY ESRB



You must accomplish the impossible in this spy-fi for the N64.

GRAPHICS The developers at Infogrames did a good job of creating believable settings for this adventure. The level of detail is good in the models and textures, and the animation of Ethan and the other characters in the game is well done. The cinematic sequences help connect the stages and plot line.

PLAY CONTROL Once you get used to Mission Impossible's play control, you'll be okay. Selecting weapons and items can be a bit awkward, and jumping is inexact. Overall movement control feels a tad bit loose.



GAME DESIGN This isn't another GoldenEye-type shooter. In M:I, each stage is really a puzzle, and players must figure out how to meet the mission objectives. Shooting enemies isn't always the best strategy.

SATISFACTION If you enjoy trial-and-error and puzzle-solving type play, this game can be a refreshing change from first-person shooters or platform action. Once you've figured out the puzzle, though, there's little challenge. The replay value is limited.

SOUND Theme and background sound effects add just the right touch of atmosphere.

COMMENTS Scott–*Don't disavow this game. It pays off in the long run.* Jason–*It's not what trigger-happy GoldenEye fans are expecting.*

SCORES

D-7.3

H-7.5

J-7.2

SP-7.7

T-6.4

GRAPHICS=6.4 PLAY CONTROL=6.6 GAME DESIGN=7.6 SATISFACTION=7.6 SOUND=8.4

0 2.5 5.0 7.5 10

7.2

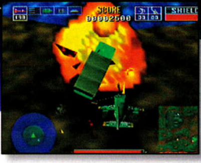
OVERALL RATING

CHOPPER ATTACK

CHOPPER ATTACK

- Midway/64 Megabits
- 1 player
- Rumble Pak compatible
- 8 stages
- 8 choppers

EVERYONE
E
CONTENT RATED BY ESRB

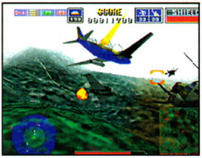


Save the world with a chopper, some missiles, and a bad attitude.

GRAPHICS The 3-D models of the choppers and enemy units look great, but the backgrounds are fairly simple. Explosions, missile exhaust and other special effects add a touch of realism.

PLAY CONTROL The play control has been dramatically improved from Wild Choppers, which is the Japanese version of this game. Targeting enemy units can still be difficult, even when using homing missiles. The process of stocking up on ammo before each mission is awkward, as is the selection of weapon types during battle.

GAME DESIGN Following the tried-and-true formula set down in the Strike series from Electronic Arts, Chopper Attack concentrates on search-and-destroy action. You'll also have to resupply your chopper during battle. The training mode is limited, but once you've cleared a stage, you can return at any time just for fun.



SATISFACTION The explosions are pretty satisfying, so if you're into action and fireworks, this game is for you. If you're into realistic flight sims, you'd better wait for Harrier 2000 from Video Systems.

SOUND The voices are about as annoying as you can imagine, and the music is even worse.

COMMENTS Dan–*Let's face it. It's fun to fly around and blow stuff up.* Paul–*Play control is still a bit awkward, but if you work with it a bit, you'll get into the game.*

SCORES
D-6.9
J-7.0
P-7.6
SP-6.3
T-5.1

GRAPHICS=7.2 PLAY CONTROL=6.4 GAME DESIGN=6.6 SATISFACTION=6.6 SOUND=6.0

0 2.5 5.0 7.5 10

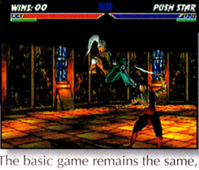
6.6
OVERALL RATING

MORTAL KOMBAT 4

MORTAL 4 KOMBAT

- Midway/128 Megabits
- 1 or 2 players simultaneous
- Controller and Rumble Pak compatible

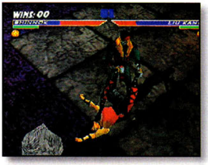
MATURE
M
AGES 17+
CONTENT RATED BY ESRB



The MK struggle continues on the N64.

GRAPHICS The developers at Eurocom did an outstanding job of recreating the 3-D elements of MK 4 from the arcade game. Particularly impressive are the game end cinematic sequences. New fatality move animations are also pretty wild, although they're as gory as usual.

PLAY CONTROL The standard MK feel has been shifted in this 3-D sequel, but character movement in three dimensions is limited and not strategic. Response is quick and the combo system adds depth to the game play.



GAME DESIGN Many new characters meet favorites from past reincarnations of this classic fight series. The basic game remains the same, but moves have been updated.

SATISFACTION MK fans won't be disappointed. This is no Mythologies. On the other hand, don't expect radical changes. This game is Mortal Kombat through and through.

SOUND The voices are good, particularly in the cinematic sequences at the end of the game.

COMMENTS Henry–*This is the best version of Mortal Kombat ever. The play control is even more responsive than the arcade version.* Paul–*You can dress it up any way you like, but tuna casserole is still fish and noodles.* Armond–*If you want arcade perfect, it doesn't get any better than this, including some of the graphic glitches.*

SCORES
A-8.2
D-7.4
H-8.3
J-6.5
P-6.8
SP-7.3

GRAPHICS=8.2 PLAY CONTROL=8.0 GAME DESIGN=6.3 SATISFACTION=7.3 SOUND=7.8

0 2.5 5.0 7.5 10

7.4
OVERALL RATING

Quest 64
Only For
NINTENDO 64
THQ

QUEST 64

- THQ/128 Megabits
- 1 player
- Controller Pak compatible

EVERYONE

SCORES
A-6.3
D-6.6
H-6.3
P-5.7
SP-6.3
T-6.4

The first N64 epic is a bit of magic from THQ.

GRAPHICS The Japanese development team did an excellent job in creating a large, attractive world with some beautiful palaces and towns to explore. The animation of enemies during battle is another highlight, and each magic spell is portrayed with animation, as well.

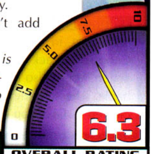
PLAY CONTROL You have far more control over your character than in most RPGs, but then this game really isn't an RPG. Camera position difficulties can arise when you switch into battle. Your character's real-time evade capability is pretty limited.

GAME DESIGN In each stage of the game, you'll have to fulfill a task, which generally means finding and defeating a boss. The fact that an epic game has stages should clue you in that this game is far more linear than most adventures or RPGs. The emphasis is less on exploration and puzzles and more on fighting and building up your magic levels.

SATISFACTION Quest 64 could use more variety, more tasks, more items, more side plots and more puzzles. The constant fighting can become tedious quickly.

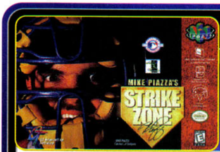
SOUND The walk-around music doesn't add much, and the footfalls are very irritating.

COMMENTS Scott–*The magic system is interesting, but the linear play is far too limiting for an RPG.* Henry–*It's more like a trip to the dentist than a quest.*



6.3
OVERALL RATING

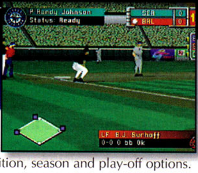
GRAPHICS=**7.8** PLAY CONTROL=**6.0** GAME DESIGN=**6.0** SATISFACTION=**5.5** SOUND=**6.5**



MIKE PIAZZA'S STRIKE ZONE

- GT Interactive/96 Megabits
- 1 to 4 players simultaneous
- Controller and Rumble Pak compatible
- MLB and MLBPA licenses
- Create-a-Team option

EVERYONE

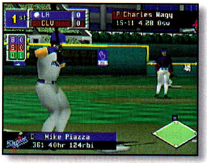


SCORES
D-5.0
H-6.2
P-4.0
SP-5.5
T-6.2

GT Interactive's amazing, shrinking Strike Zone.

GRAPHICS Strike Zone is most striking for its lack of quality 3-D graphics. Player animations can seem realistic, and the stadiums show details such as correct city backgrounds, but the overall impression is flat. The curious offset batting perspective takes some getting used to.

PLAY CONTROL Think of this game as baseball basics. Unlike Griffey and All-Star, Strike Zone uses a single button command for batting. Pitching is also a simple process. Fielding is an adventure, especially when you can't tell which defensive player you're controlling.



GAME DESIGN The most unusual feature of the game is the degree to which you can customize your own team and league. The other modes include the traditional mix of exhibition, season and play-off options.

SATISFACTION The simplified control options give the game more of an arcade feel than a simulation. The lack of depth in the game play won't sit well with players who want more of a realistic simulation.

SOUND The score below says it all. Mediocre.

COMMENTS Henry–*The fast pace is a throwback to the 8-bit and 16-bit classsics, but so are the graphics.* Terry–*Minor league.* Scott–*The simplicity of the game play could appeal to casual gamers, but Piazza will have a tough time competing with Griffey and All-Star.* Dan–*High cheese describes this game.*

5.4
OVERALL RATING

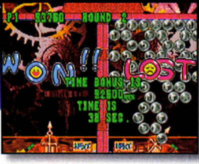
GRAPHICS=**4.8** PLAY CONTROL=**6.2** GAME DESIGN=**5.6** SATISFACTION=**5.0** SOUND=**5.2**

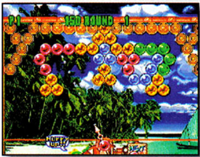
BUST-A-MOVE 2
ARCADE EDITION
Acclaim

BUST-A-MOVE 2

- Acclaim/64 Megabits
- 1 or 2 players simultaneous
- Controller Pak compatible

EVERYONE E CONTENT RATED BY ESRB





SCORES

D-5.8

J-6.2

P-7.1

SP-6.5

T-7.0

Acclaim takes aim at N64 puzzle games.

GRAPHICS The marbles and shooter in Bust-A-Move 2 look pretty much as they did in the arcade version of this action puzzle game. The backgrounds have a few changes, but nothing that makes use of the N64's graphic capabilities. In short, there's nothing here that you couldn't do graphically on a lesser platform.

PLAY CONTROL Play control is simple but good. All you have to do is aim and shoot.

GAME DESIGN Bust-A-Move 2 doesn't pretend to be anything new. It's the same BAM-type action with new puzzles and a two-player competitive play mode. In spite of its lack of originality, it's a lot of fun.

SATISFACTION If you're already a BAM fan, you'll be a BAM2 fan, too.

SOUND The music and sound effects add very little to the game play. We recommend cranking the stereo instead.

COMMENTS Dan–*It's a good port of the arcade game, but the puzzles can get boring.* Scott–*Dan's an action guy, but I like the combination of puzzle-solving and target practice.* Terry–*This is the best Bust-A-Move game, but there aren't really any must-have features for Bust-A-Move fans.* Paul–*Same old, same old. The things that make it good for fans of the previous games make it boring and repititious for those looking for something new. Sub-par graphics.*

0 2.5 5.0 7.5 10

6.5 OVERALL RATING

GRAPHICS=**5.8** PLAY CONTROL=**7.2** GAME DESIGN=**6.0** SATISFACTION=**7.0** SOUND=**6.6**

BEHIND THE NUMBERS AND NAMES

EVALUATORS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

- **ARMOND**-Fighting, RPGs, Adventures
- **DAN**-Action, Adventures, Sports
- **ERICH**-Sports, RPGs, Adventures
- **HENRY**-Fighting, Action, Sports
- **JASON**-Adventures, Action, Puzzles
- **MARTY**-Sports, Action, Adventures
- **PAUL**-Fighting, Sports, Simulations
- **SCOTT (SP)**-Sports, Simulations, Adventures
- **SONJA**-Puzzles, RPGs, Fighting
- **TERRY**-RPGs, Simulations, Puzzles

RATINGS

Each Power Meter category is weighted to reflect its overall importance. We feel that Satisfaction and Game Design are the most important areas, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

- GAME DESIGN: 25%
- GRAPHICS: 20%
- SATISFACTION: 25%
- PLAY CONTROL: 20%
- SOUND: 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.

EVERYONE E	All Ages
EARLY CHILDHOOD eC	Early Childhood
TEEN T AGES 13+	Teen (13+)
MATURE M AGES 17+	Mature (17+)
ADULTS ONLY AO	Adult (18+)

NO RATING NR PRODUCT PRODUCED PRE-10/1/94 Games that were released prior to the commencement of the ratings system are designated NR.

The Legend Of Zelda: The Ocarina Of Time

Pure Gold

PAK WATCH

The inside source for all Nintendo News.

THIS MONTH

TUROK 2

Its bite is as good as its bark.

TWELVE TALES: CONKER 64

A game for the whole world.

O.D.T.

A tower for Power.

COLLEGE HOOPS '99

NCAA BASKETBALL
Kentucky 16
Utah 12
1ST HALF

Fox's road to the final four.

RARE ROMPS

AT THE FIRST INTERACTIVE AWARDS IN ATLANTA

At the historic first award ceremony of the Academy of Interactive Arts and Sciences at E3, the big winners turned out to be Rare and the N64. Rare polished its reputation as being the brightest star in the interactive entertainment universe by winning an unparalleled five awards. It will come as no surprise to GoldenEye 007 players that the spy-thriller turned out to be the video game equivalent of Titanic the movie. GoldenEye 007 won awards for Outstanding Achievement in Software Engineering, Console Action Game of the Year, Console Game of the Year, and the biggest honor of all–Interactive Title of the Year. The members of the academy who voted for these awards are drawn from professionals who work in the industry creating interactive games and titles for console and computer systems. To be nominated for the first ever AIAS awards, games had to be published between January 1997 and March 1998. To put GoldenEye's achievement in perspective, no other console or PC title won more than two awards. Diddy Kong Racing, also from Rare, won the Console Racing Game of the Year, beating out such high-powered competition as Mario Kart 64 from Nintendo and NASCAR '98 from EA Sports for the PlayStation.

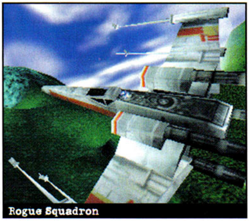
The N64 also won console category awards for best sports game and best fighting game. Konami's ISS 64 took the honor for best sports game–a well-deserved nod from the academy for the exceptional playability and technical achievement of the title released last summer. In the fighting category, WCW vs. NWO: World Tour pinned powerful PSX competition including Bushido Blade and Street Fighter EX Plus Alpha. Of the twelve awards for which N64 titles competed, the Nintendo system took home seven awards, beating out the best of PlayStation (with just two awards) and the entire PC industry. Congratulations from Nintendo Power to all the award winners, including Shigeru Miyamoto who accepted the academy's first Hall of Fame Award after a special video presentation at the ceremony. We'll have more on Mr. Miyamoto's award, and his thoughts on games in general, and Zelda in particular, in a special interview appearing in the next issue of Power.

N64: THE NEXT GENERATION

In addition to titles such as Zelda and Banjo-Kazooie, gamers at E3 got a glimpse of the next generation of stupendous titles for the N64. Star Wars: Rogue Squadron from LucasArts Entertainment LLC wowed show goers with a playable demo version in Nintendo's booth. Rare Ltd's Twelve Tales: Conker 64 entertained gamers in both video clips and playable form while Perfect Dark, from Rare's award-winning GoldenEye Team, appeared in its own special Perfect Dark theater nearby. Jet Force Gemini, also from Rare, dazzled viewers on a giant screen. Get set for a trip into the future.

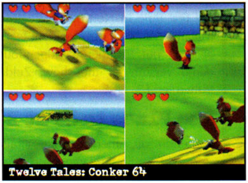
Rogue Squadron

The second Star-Wars-based title for the N64 features the sort of futuristic flying action made famous in the snowspeeder stage of Star Wars: Shadows of the Empire. E3 players were the first to climb into Luke Skywalker's flight suit and join the elite Rogue Squadron to fly missions for the Rebel Alliance. In the finished game, players' tasks will include search and destroy, reconnaissance, rescue missions and more, not to mention desperate battles against the Galactic Empire. Even in this early demo version of Rogue Squadron, the pulse-pounding action took virtual pilots through canyons, over forests, into the skies above Mos Eisley and the farm where Luke grew up. As this early screen shot of Rogue Squadron testifies, the Force is strong in this one.


Rogue Squadron

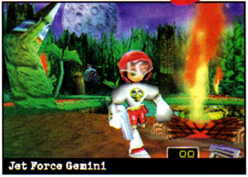
Twelve Tales: Conker 64

Much has happened in the year since we last played a demo of Conker, and this landmark game still has a ways to go before it is ready to meet the game playing world. But gamers at E3 had a special treat–the chance to begin the exploration of the many worlds where Conker, Berri and a friendly owl live. In last month's preview, you read about the unique game play modes, which make Twelve Tales: Conker 64 perhaps the most varied game in history and which promise incredible replay value. But for the shorter play sessions of E3, it was enough to see the incredible animation and the emotions on the faces of Conker and Berri and to charge around making trouble.


Twelve Tales: Conker 64

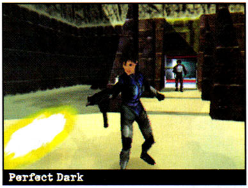
Jet Force Gemini

Jet Force Gemini introduces three new characters, Juno, Vela and Lupus the dog, each of which is fully playable. In fact, you'll have to switch between them to carry out your mission. Two players can play cooperatively, as well, moving about in the same 3-D scene in this sci-fi adventure. Rare also plans to include a four-player hunt-and-hide mode. The game boasts cinematic cut scenes and realistic lighting that imitates the cold swath of a searchlight or the flickering glow of a campfire. Add to all this game play that includes swarming enemies, robotic helpers, changing climate conditions, huge bosses and a power-crazed villain, and it sounds like another milestone from Rare.


Jet Force Gemini

Perfect Dark

The same GoldenEye 007 team that set a new standard for action games is doing it again with Perfect Dark. Starring newcomer Joanna Dark, this stylish spy-fi adventure begins in the year 2023 when a young operative is asked to rescue a scientist from the monolithic dataDyne corporation. Subsequent missions take Joanna to a secret Air Force base and on to the sub-sea crash site of an alien space ship. Although Rare describes the game as having more of everything than GoldenEye, in fact it has more innovations than any previous game. In the Perfect Dark theater, viewers witnessed real-time ray tracing and rendered acoustics for the first time in a video game. Science fiction is about to become science fact.


Perfect Dark

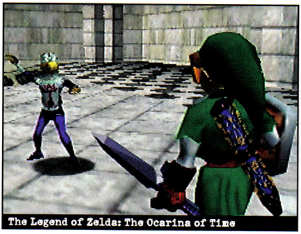
The future never looked so Dark...

Pak Wrap

Highlights from E^3 '98 in Atlanta

ZELDA RULES E^3

Tens of thousands of men and women from around the world descended on Atlanta the week after Memorial Day for the fourth annual Electronic Entertainment Exposition. Many were there to make deals or report on new video and computer games, but it seemed that almost everyone who attended E3 had one appointment in common–a meeting with Zelda at the Nintendo booth. Nintendo of America announced that The Legend of Zelda: The Ocarina of Time will be released in November, and that two million copies are expected to be sold before the end of the year. But at the show, the only thing that mattered to the masses was that Zelda was there and that the game was playable for the first time in North America. Mr. Miyamoto's Zelda development team at EAD put together a stupendous demo version for the show. Zelda truly ruled E3.



The Legend of Zelda: The Ocarina of Time

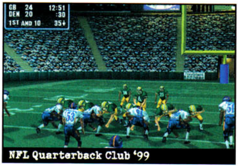
The Place to be at E^3

Nintendo of America once again stormed E3 with the largest and most interactive displays of the show. Giant video screens presented a quick look at Zelda and other headline games such as Banjo-Kazooie and Twelve Tales: Conker 64 from Rare, Rogue Squadron from LucasArts, Bomberman Hero from Nintendo, as well as sneak peaks at future titles. A giant Pokémon Ball opened every twenty minutes and fired off dozens of little Poké Balls to waiting crowds. For the first time ever, gamers explored an English version of Pokémon. And show goers were treated to the world debut of another power-packed little package: Game Boy Color. Definitely the place to be.

Bomberman Hero

Turok 2 was not alone

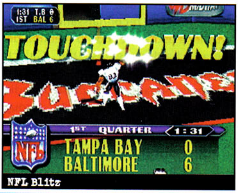
Outside the giant Nintendo booth, dozens of N64 and Game Boy games were showcased at third-party publishers. Standing head and shoulders above them all was Turok 2: Seed of Evil, from Acclaim. For action fans, Turok 2 was undoubtedly the highlight of the show, but Acclaim's other offerings for the second half of '98 are also impressive. NFL Quarterback Club '99 now uses the superb All-Star Baseball '99 graphic engine, especially designed for sports games and motion-captured animation. NBA Jam '99 wasn't as close to being finished as QB Club, and the two-on-two mode has been dropped, but the developers have set their sights on Kobe Bryant in NBA Courtside as the game to beat. Extreme-G 2 from Acclaim's development team at Probe felt even sharper than its predecessor, fast, faster and fastest.



NFL Quarterback Club '99

The Blitz is on

Football will have a new face this fall when Midway releases the N64 version of its arcade hit, NFL Blitz. Arcade football's answer to NBA Jam has progressed by leaps and bounds in recent months. It looked well on its way to being a contender. It looks virtually as good as the arcade game, and with the Rumble Pak

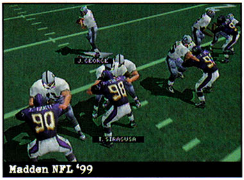


NFL Blitz

rocking, Blitz feels even closer to the real thing. In close competition for play tests at Midway was Rush 2, but the biggest news at Midway may really floor you. Body Harvest, in development since the dawn of time at DMA, has been picked up by Midway. The game still may not be released until first quarter '99, but it is getting close enough to completion that those who see it can't conceal their excitement.

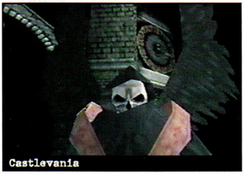
Beyond Madden

We expected to see a much improved Madden NFL '99 from EA Sports, and we did. But we didn't expect to see N64 versions of NASCAR '98 and NHL '98 so soon. To our surprise, we were able to play both games. Even at 60% and 40% respectively, NASCAR and NHL look extremely promising. NHL '98 moves the classic series into the realm of 3-D gaming without losing the great play control that made it so much fun on the Super NES.


Madden NFL '99

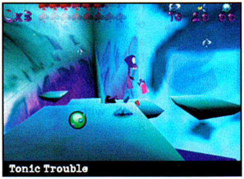
Dracula survives!

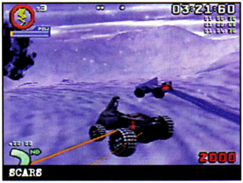
One of the most anticipated games of the year has to be Konami's Castlevania. The N64 Castlevania we saw includes many touches from the early series of games on the NES and Super NES, but it also promises to go where no previous Castlevania has gone before. Konami's other offerings ranged from the classy soccer sequel, ISS '98, to the newbie title, Survivor, which still looked pretty early. Hybrid Heaven, one of the games we're dying to play, was present only on video.


Castlevania

What's up at UBI?

The graphics in Ubi Soft's Tonic Trouble looked excellent, but the game still has plenty of development ahead. The same is true of Ubi's other headline titles, including Buck Bumble, SCARS and Rayman 2. SCARS seemed to be further along than the other games. This racer features good control and wild vehicles. Ubi Soft also plans to produce a new F-1 racing game based on their hit PC F-1 sim.


Tonic Trouble


SCARS

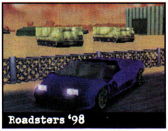
The Roundup

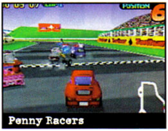
Elsewhere at E3, a few surprise titles showed up, such as Fox Sports College Hoops '99 from Fox Interactive and Glover from Hasbro. The Fox b-ball game features 120 major college teams, conference play, the final four, the NCAA license and easy-to-learn play control.

Hasbro's Glover is an unusual little action puzzle game starring an animated hand that has to push, throw, and prod a ball through various levels filled with obstacles.

Milo's Bowl-A-Rama from Crave Entertainment is now being called Milo's Astro Lanes The bowling is out of this world on seven lanes that range from a fairly standard lane to lanes made of energy waves and lanes with jumps in the middle. Caesars Palace wasn't playable yet, but a video demonstrated the look of the 3-D world and hinted at the adventure aspect of this gambling game. Crave is also working on VR Pool 64, a billiards game from Interplay's VR Sports series.

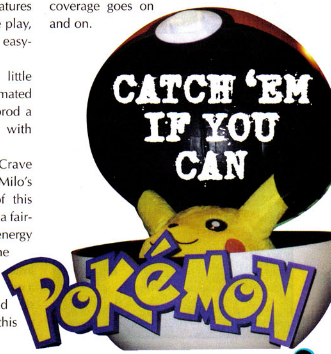
Much of the emphasis at THQ was on the upcoming WCW/NWO Revenge. In addition to the wrestling game, THQ has a strong lineup of Game Boy games, and an N64 racer based on Penny Racer model cars.


Roadsters '98


Penny Racers

The man of steel was flying high at the Titus booth, but it doesn't look as if Superman will be released this summer, as Titus had hoped. Roadsters '98 owes a nod to Automobili Lamborghini. Titus is using much of the Lamborghini engine while adding new special effects and creating all new cars and courses.

Finally, at Interplay, Earthworm Jim 3D for the N64 is moving along. We witnessed cows, pigs and outrageous stages derived from Jim's twisted psyche. Although Interplay hopes for a third quarter release, expect Jim to appear during the fall instead. That's the quick wrap, but you'll find more details in the next few pages. Like E3 itself, our Pak Watch coverage goes on and on.

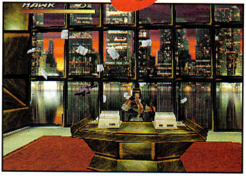

CATCH 'EM IF YOU CAN
Pokémon

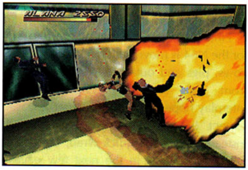
Pak Play

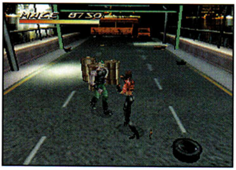
Hands-on previews of upcoming games.

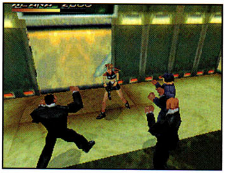
EIDOS FIGHTS BACK

Eidos Interactive may be best known for Lara Croft, but the British company introduced a new set of heroes at E3, heroes that will make their home on the N64. Fighting Force harkens back to the days of scrolling fighters such as Final Fight and Double Dragon, but the action now takes place on 3-D mean streets filled with thugs and danger. The four characters include two women and two men, all of them as tough as nails and itching for a fight. The E3 demo version of the game allowed two-player cooperative play in a single screen window. As you can see from the screen shots, later areas include interiors, as well, and the graphics are sharp. What you can't see is that you can pick up and use weapons along the way, just like you could in Double Dragon. It's been a long time, but maybe the world is ready for another street rumble. The fact that Fighting Force is being created by Core, the developers of Tomb Raider, makes it even more intriguing.



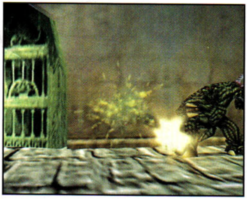


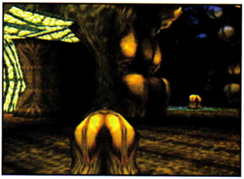


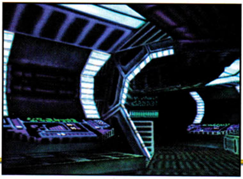


A SEED OF EVIL

Turok 2: Seed of Evil promises to be an immense game on many levels. As expected, the Turok 2 at E3 featured both ground-breaking technologies and creative game play. Stunningly modelled and animated enemies hunted Turok with uncanny intelligence, but the returning hero had his own advantage: an even more spectacular arsenal of weaponry than in Turok: Dinosaur Hunter. Weapons such as the Shredder–with energy shots that bounce off walls and strike enemies around corners–gave Turok at least an even chance at life. The four-player modes weren't working yet, but new adventure elements will add even more depth to the play. For instance, in one sacked city, the sound of a crying child draws you into a side mission. October now stands as the beginning of Turok's second great adventure.

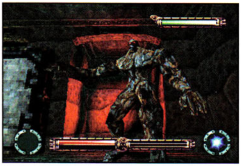


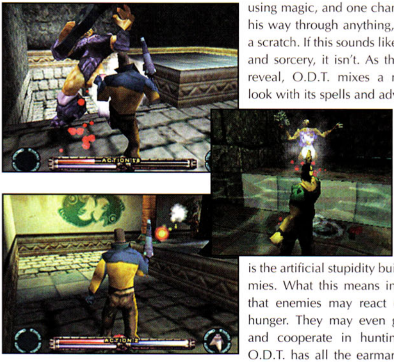




OR DIE TRYING

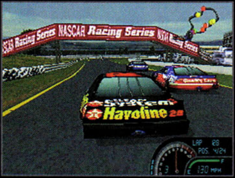
Not only did Psygnosis announce that it plans on creating an exclusive adventure game for the N64 to be released this year, it also showcased the game at E3. O.D.T.–which stands for Or Die Trying–is a third person adventure with both action and RPG elements. For action, you have real-time battles with enemies. For RPG, you have to build up levels as you descend through eight levels of a huge, mysterious tower. The game can be played with any of four hero characters, each with his or her own special fighting method and strengths. For instance, some characters are better at using magic, and one character just bulls his way through anything, getting hardly a scratch. If this sounds like a bit of sword and sorcery, it isn't. As the screen shots reveal, O.D.T. mixes a more futuristic look with its spells and adventure. It may also sound a bit like Final Fantasy, but O.D.T. takes place in full 3-D and in realtime. One thing to look out for is the artificial stupidity built into the enemies. What this means in game play is that enemies may react out of fear or hunger. They may even group together and cooperate in hunting you down. O.D.T. has all the earmarks of a hit, so don't be surprised when you hear a lot more about it this fall.

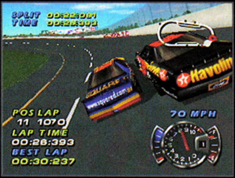


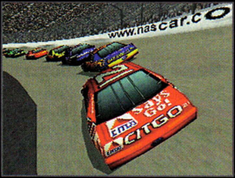


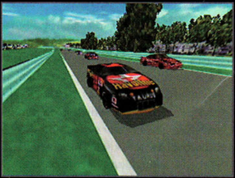
THE FASTEST SPORT

The fastest growing sport in America is said to be NASCAR racing. No argument here. When people love their cars as much as Americans do, it shouldn't come as any surprise that we're spending so much time watching stock cars or playing racing games. EA Sports is set to bring the NASCAR experience home this fall with NASCAR '98. At E3, virtual drivers got a chance to sit behind the wheel, literally, of this newest racing game. (EA Sports set up the game in an arcade-type car with a real steering wheel. We would have liked to try NASCAR with a regular N64 Controller, as well, but it wasn't to be.) What we discovered was the same thrill that keeps guys like Bill Elliott and Jeff Gordon racing around those big ovals. Speed thrills. It's simple. NASCAR for the N64 features 18 courses, real cars, teams and drivers, realistic drafting, intuitive play control and graphics that put you right down on the track.









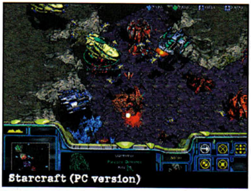
Don't try this in your Dad's Volvo.

Pak Peeks

What's breaking in the world of games.

Star power

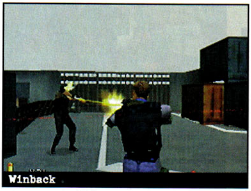
Nintendo and Blizzard Entertainment announced an exclusive agreement to bring the real-time strategy game, Starcraft, to the N64. Starcraft won two AIAS awards this year, as Personal Computer Strategy Game of the Year and Computer Entertainment Title of the Year. Starcraft, and its predecessor, Warcraft, are resource management, real-time strategy games. That means that players control all the units on one side of a conflict. They choose which units go into battle against which targets, and they can control movements and attacks during battles. But that's just the beginning, because players must also secure building materials and energy and create the units and bases they'll need for the war effort. It's all realtime, fast-paced and very involving. The Starcraft universe, as you might have guessed, takes place in outer space, far from earth, where Terran colonists compete with two alien species, the Protoss and the Zerg.



Starcraft (PC version)

Koei's new look

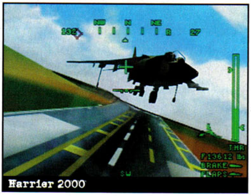
The new Koei hopes to establish a broader reputation with more action-oriented games. The first of these for the N64 is Win Back, a third-person action thriller. The player character belongs to the Strategic Covert Action Team, which is on a mission to disable a killer laser system that has been taken over by terrorists. The character features 350 animations, including cool stuff like the ability to roll out of the line of fire. Cinematic cut scenes will link the various stages, which take place in four distinct areas.



Winback

Up, up and away

Our top Pak Watch test pilot flew Video Systems' latest project, Harrier 2000 (which used to be called Harrier Strike Force) in a special meeting with Video Systems and Paradigm Entertainment at E3. This combat sim may have been very early, but the models already look stunning and the jets really take off vertically. In other news from Video Systems, the impressive F-1 World Grand Prix racing game will be distributed by Nintendo of America, ensuring that no F-1 fan will miss the race.



Harrier 2000

Game Boy is reborn

The unstoppable Game Boy system is set to be reborn this fall–the delivery date is November 23rd–when Nintendo releases Game Boy Color. At E3, the world got to see the color graphics for the first time. A demo unit of Game Boy Color cycled through animations of an aquarium of colorful fish, a colorized section of Wario Land, and various other scenes and logos. Nintendo of America announced that it would release six color games along with the system, including Titus Software's Quest For Camelot. Now other publishers are scrambling to do the same. We've already mentioned that Acclaim and Kemco have big plans for Game Boy Color, but the new wave of Game Boy titles won't stop there. Sunsoft plans to release eight color games for Game Boy in the months following the system's debut. That list includes Power Battle, Looney Tunes, Tazmania, Daffy Duck, Speedy Gonzalez, Batman, Batman: Return of the Joker, and Gremlins 2.

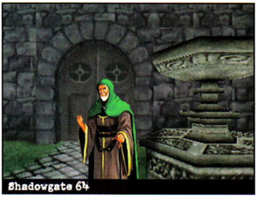
At Konami, development is in the works for several Game Boy Color titles, including a hockey game and Spawn. Midway is also jumping on the bandwagon, just announcing at press time that Rush, MK4, Rampage and NFL Blitz would all appear in Game Boy Color versions. THQ also has Game Boy Color plans for its fall Game Boy lineup, with A Bug's Life and Rug Rats likely candidates for the rainbow treatment. Natsume hopes to have color versions of Harvest Moon and Legend of the River King available for Game Boy Color by December. This flurry of activity is impressive, but keep in mind that all of your current Game Boy games will also work with Game Boy Color and that you'll be able to play them in 10 colors, as well. It sounds almost as big as Zelda. By the way, Mr. Miyamoto revealed that The Legend of Zelda: Link's Awakening, would be converted to color.

Robotech Lives! and other amazing news from E3

Well, sort of. Capcom has entered into a distribution agreement with GameTek for the long-awaited title, Robotech: Crystal Dream. The strong FASA license is hard to resist for a company such as Capcom that is aching to get into the N64 market. Still, Capcom knows quality games and won't let GameTek rush the title. Capcom also plans to announce two more N64 titles very soon.

At Activision, we saw a three-month-old version of Quake II, and even at this tender age it looked rather mature. The play control was solid and the graphics looked very good.

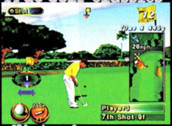
Kemco has partnered with Microware for the upcoming release of four of its N64 titles, including Knife Edge, Charlie Blast's Challenge, Top Gear Overdrive and Shadowgate 64. All four games are scheduled for release by the end of the year. At the show, a self-guided tour of Shadowgate 64 revealed parts of the 3-D castle where the mysteries and magic will take place.


Shadowgate 64

Not only does Natsume troll for games in the most unusual places, it also manages to catch keepers most of the time. At E3, Natsume showed some early video of Legend of the River King for N64. The fish looked marvelous, virtually alive. The game won't just be an upgrade from the Game Boy title of the same name, but an entirely new adventure, which should be released in the first half of '99.

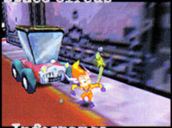
Ocean is now just a brand name of the French publisher, Infogrames, but that didn't stop Infogrames from stepping right up at E3 to fill the breach. In addition to Mission: Impossible, Infogrames had a playable Space Circus for the N64 for the first time. We now expect this graphically provocative game to be released this fall. We also saw VRally for the first time. This international racer has been in development on the N64 for only a few months, but many of the original game's features, such as detailed graphics, are already apparent.

Waialae Country Club: True Golf Classics



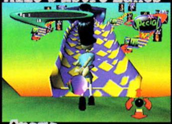
Nintendo

Space Circus



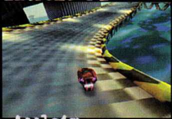
Infogrames

Milo's Astro Lanes



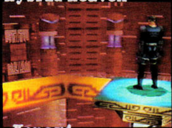
Crave Entertainment

Extreme-G 2



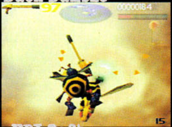
Acclaim

Hybrid Heaven



Konami

Buck Bumble



UBI Soft

RELEASE FORECAST

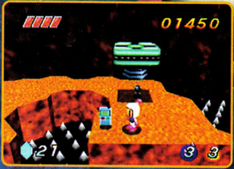
N64	
BODY HARVEST	FUTURE
BOMBERMAN HERO	FALL '98
BUCK BUMBLE	FALL '98
CAESARS PALACE	FALL '98
CASTLEVANIA	FALL '98
DEADLY ARTS	SUMMER '98
DUEL HEROES	SUMMER '98
EARTHBOUND 64	FUTURE
EARTHWORM JIM 3D	FALL '98
EXTREME-G 2	FALL '98
F-1 WORLD GRAND PRIX	SUMMER '98
F-ZERO X	FALL '98
FLYING DRAGONS	SUMMER '98
FOX SPORTS COLLEGE HOOPS '99	FALL '98
GEX II: ENTER THE GECKO	FALL '98
GLOVER	FALL '98
GT 64	SUMMER '98
HARRIER 2000	FALL '98
HYBRID HEAVEN	FUTURE
IGGY'S RECKIN' BALLS	SUMMER '98
ISS '98	SUMMER '98
KNIFE EDGE	FALL '98
LEGO RACERS	FUTURE
LODE RUNNER 64	FALL '98
MADDEN NFL '99	FALL '98
MILO'S ASTRO LANES	FALL '98
NASCAR '98	FALL '98
NBA JAM '99	FALL '98
NFL BLITZ	FALL '98
NFL QB CLUB 99	FALL '98
NHL '99	FALL '98
O.D.T.	FALL '98
PENNY RACERS	FALL '98
RAYMAN 2	FALL '98
ROADSTERS '98	FALL '98
ROBOTECH: CRYSTAL DREAM	FALL '98
ROGUE SQUADRON	FALL '98
RUSH 2	FALL '98
SCARS	FALL '98
SHADOWGATE 64	FALL '98
SHADOW MAN	FALL '98
SPACE STATION: SILICON VALLEY	FALL '98
SPACE CIRCUS	FALL '98
STARCRAFT	FUTURE
SUPERMAN	FALL '98
SURVIVOR	FALL '98
TONIC TROUBLE	FALL '98
TOP GEAR OVERDRIVE	FALL '98
TUROK 2: SEED OF EVIL	FALL '98
TWELVE TALES: CONKER 64	FUTURE
TWISTED EDGE SNOWBOARDING	FALL '98
VRALLY	FALL '98
WAIALAE CC: TRUE GOLF CLASSICS	SUMMER '98
WCW/NWO REVENGE	FALL '98
WIN BACK	FALL '98
WIPEOUT 64	FALL '98
ZELDA: THE OCARINA OF TIME	FALL '98
Game Boy	
A BUG'S LIFE	FALL '98
BOMBERMAN POCKET	FALL '98
BUST-A-MOVE 3	FALL '98
CONKER'S POCKET TALES	FALL '98
DÉJÀ VU 2	FALL '98
DISNEY'S MULAN	SUMMER '98
GAME & WATCH GALLERY II	FALL '98
NBA JAM '99	FALL '98
POKÉMON	FALL '98
POWER BATTLE	FALL '98
QUEST FOR CAMELOT	FALL '98
RUG RATS	FALL '98
SHADOWGATE CLASSICS	FALL '98
SMALL SOLDIERS	SUMMER '98
SPAWN	FALL '98
TOP GEAR POCKET	FALL '98
TUROK 2	FALL '98

Coming Next Issue...

Volume 111 August 1998

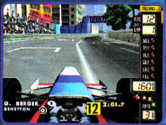
BOMBERMAN HERO

Bomberman's back in Bomberman Hero, his first adventure game for the N64! Next month we'll cover the explosive new moves, cool gizmos and incredible rides like the Bomberjet and Bombermarine. Get the complete intel report on Bomberman's new nemesis, the Evil Empire. Prepare to be blown away!

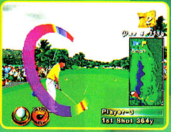


F-1 WORLD GRAND PRIX

Ladies and Gentlemen, start your engines! Our turbo-charged review of Nintendo's F-1 World Grand Prix rolls off the starting line in the August issue. Take the pole position with our course maps and detailed driving strategies.



Waialae Country Club



You deserve a vacation. How about a couple rounds of golf under blue skies in sunny Hawaii? Nintendo's new golf game is the next best thing to being there. Tee it high and let it fly with our pro tips on this challenging course.

PREVIEW:

TUROK 2 SEEDS OF EVIL

Gather up your survival gear—it's time to go back to the steaming jungles of the Lost Land. Check out the beasts and bionosaurs in our preview of Acclaim's highly anticipated N64 sequel.

N64

1. AeroFighters Assault
2. AeroGauge
3. All-Star Baseball '99
4. Automobili Lamborghini
5. Banjo-Kazooie
6. BioFreaks
7. Blast Corps
8. Bomberman 64
9. Bust-A-Move 2
10. Chameleon Twist
11. Chopper Attack
12. Clay Fighter 63 ⅓
13. Cruis'n USA
14. Dark Rift
15. Diddy Kong Racing
16. Doom 64
17. Duke Nukem 3-D
18. Extreme-G
19. F1 Pole Position 64
20. FIFA Road to the World Cup '98
21. FIFA Soccer 64
22. Fighter's Destiny
23. Forsaken
24. GoldenEye 007
25. Hexen
26. Iggy's Reckin' Balls
27. International Superstar Soccer 64
28. Jeopardy!
29. Killer Instinct Gold
30. Kobe Bryant in NBA Courtside
31. Mace the Dark Age
32. Madden 64
33. Mario Kart 64
34. Mike Piazza's StrikeZone
35. Mischief Makers
36. Mission: Impossible
37. MLB Featuring Ken Griffey Jr.
38. Mortal Kombat 4
39. Mortal Kombat Mythologies: Sub-Zero
40. Mortal Kombat Trilogy
41. Multi Racing Championship
42. Mystical Ninja Starring Goemon
43. Nagano Winter Olympics '98
44. NBA Hangtime
45. NBA in the Zone '98
46. NFL Quarterback Club '98
47. NHL Breakaway '98
48. NHLPA and NHL Present Gretzky's 3-D Hockey '98
49. Olympic Hockey Nagano '98
50. PilotWings 64
51. Quake
52. Rampage World Tour
53. Robotron 64
54. San Francisco Rush: Extreme Racing
55. Snowboard Kids
56. Star Fox 64
57. Star Wars: Shadows of the Empire
58. Super Mario 64
59. 1080° Snowboarding
60. Tetrisphere
61. Top Gear Rally
62. Turok: Dinosaur Hunter
63. Virtual Chess 64
64. War Gods
65. Wave Race 64
66. Wayne Gretzky's 3-D Hockey
67. WCW Vs. NWO: World Tour
68. Wetrix
69. Wheel of Fortune
70. World Cup '98
71. WWF: WarZone
72. Yoshi's Story

Super NES

73. Aaahh!!!! Real Monsters
74. Addams Family Values
75. The Adventures of Batman & Robin
76. Aerobiz Supersonic
77. Animaniacs
78. Arcade's Greatest Hits
79. Arcade's Greatest Hits: The Atari Collection 1
80. Arkanoid: Doh It Again
81. Bass Master II
82. Bass Masters Classic Pro Edition
83. Boogerman
84. Breath of Fire II
85. Brunswick's World Tournament of Champions
86. Bust-A-Move
87. Castlevania Dracula X
88. Chrono Trigger
89. Civilization
90. Clue
91. Dirt Trax FX
92. Disney's Aladdin
93. Donkey Kong Country
94. Donkey Kong Country 2
95. Donkey Kong Country 3
96. Doom
97. EarthBound
98. Earthworm Jim
99. Earthworm Jim 2
100. FIFA Soccer '97
101. Final Fantasy II
102. Final Fantasy III
103. Final Fight 3
104. Frank Thomas Big Hurt Baseball
105. Harvest Moon
106. Illusion of Gaia
107. Jungle Strike
108. Ken Griffey Jr. Presents: MLB
109. Ken Griffey Jr.'s Winning Run
110. Killer Instinct
111. Kirby Super Star
112. Kirby's Dream Course
113. Kirby's Dream Land III
114. The Legend of Zelda: A Link to the Past
115. Looney Tunes B-ball
116. The Lost Vikings II
117. Lufia II
118. Madden NFL '98
119. Mario Paint
120. Maui Mallard in Cold Shadow
121. Mega Man X
122. Mega Man X2
123. Mega Man X3
124. Mega Man 7
125. Monopoly
126. Mortal Kombat II
127. Mortal Kombat 3
128. Ms. Pac-Man
129. NBA Hangtime
130. NBA Jam
131. NBA Jam Tournament Edition
132. NBA Live '98
133. NFL Quarterback Club '96
134. NHL '98
135. Ogre Battle
136. Pitfall
137. Road Rash
138. Secret of Evermore
139. Secret of Mana
140. SimCity
141. SimCity 2000
142. Space Invaders
143. Spawn
144. Star Fox
145. Street Fighter Alpha 2
146. Street Fighter II
147. Street Fighter II Turbo
148. Stunt Race FX
149. Super Bomberman 2
150. Super Mario All-Stars
151. Super Mario Kart
152. Super Mario RPG
153. Super Mario World 2: Yoshi's Island
154. Super Metroid
155. Super Punch-Out!!
156. Super Star Wars
157. Super Street Fighter II
158. Tetris & Dr. Mario
159. Tetris Attack
160. Top Gear 3000
161. Ultimate Mortal Kombat 3
162. Uniracers
163. Urban Strike
164. WWF Raw
165. WWF Wrestlemania: The Arcade Game
166. X-Men: Mutant Apocalypse
167. Zoop

Game Boy

168. Adventure Island
169. Aladdin
170. Alien Games
171. Animaniacs
172. Asteroids/Missile Command
173. Battle Arena Toshinden
174. Black Bass Lure Fishing
175. Bomberman GB
176. Brain Buster
177. The Bugs Bunny Crazy Castle 2
178. Bust-A-Move 2
179. Casino Funpak
180. Castlevania Adventure
181. Castlevania Legends
182. Castlevania II: Belmont's Revenge
183. Centipede/Millipede
184. College Slam
185. Contra: The Alien Wars
186. Desert Strike
187. Donkey Kong Land
188. Donkey Kong Land 2: Diddy's Kong Quest
189. Donkey Kong Land 3
190. Donkey Kong '94
191. Dr. Mario
192. Earthworm Jim
193. The Fidgetts
194. FIFA Road to World Cup '98
195. Final Fantasy Adventure
196. Final Fantasy Legend
197. Final Fantasy Legend II
198. Final Fantasy Legend III
199. 4-in-1 Fun Pak
200. Frank Thomas Big Hurt Baseball
201. Galaga/Galaxian
202. Game & Watch Gallery
203. Harvest Moon
204. Hercules
205. Iron Man X-O Manowar In Heavy Metal
206. International Superstar Soccer '98
207. James Bond 007
208. Jimmy Connors Tennis
209. Jungle Strike
210. Jurassic Park 2
211. Ken Griffey Jr. Presents: MLB
212. Killer Instinct
213. Kirby's Block Ball
214. Kirby's Dream Land
215. Kirby's Dream Land 2
216. Kirby's Pinball Land
217. Kirby's Star Stacker
218. Lamborghini American Challenge
219. Legend of the River King GB
220. The Legend of Zelda: Link's Awakening
221. The Lost World: Jurassic Park
222. Madden '96
223. Mario's Picross
224. Maui Mallard in Dark Shadow
225. Mega Man
226. Mega Man V
227. Metroid II: Return of Samus
228. Mickey Mouse: Magic Wand
229. Mole Mania
230. Mortal Kombat/Mortal Kombat II
231. Mortal Kombat II
232. Mortal Kombat 3
233. Ms. Pac-Man
234. Mystical Ninja Starring Goemon
235. NBA Jam
236. NBA Jam Tournament Edition
237. NBA Live '96
238. NHL '96
239. Operation C
240. Pac-Man
241. Paperboy
242. Primal Rage
243. Ring Rage
244. Solitaire FunPak
245. Space Invaders
246. Street Fighter II
247. Super Mario Land
248. Super Mario Land 2: 6 Golden Coins
249. Super Return of the Jedi
250. Superman
251. Tamagotchi
252. Tetris
253. Tetris Attack
254. Tetris Blast
255. Tetris Plus
256. Tetris 2
257. Turok: Battle of the Bionosaurs
258. Wario Blast
259. Wario Land: Super Mario Land 3
260. Wario Land II
261. WWF Raw
262. Zoop

Upcoming Releases & Other Picks

263. Addams Family Pinball (N64)
264. Andretti Racing (N64)
265. Body Harvest (N64)
266. Bomberman Hero (N64)
267. Buck Bumble (N64)
268. Caesar's Palace (N64)
269. Command & Conquer (N64)
270. Cruis'n World (N64)
271. Deadly Arts (N64)
272. Déjà Vu 2 (Game Boy)
273. Dracula 3-D (N64)
274. Dragon Storm (N64)
275. Dual Heroes (N64)
276. EarthBound 64 (N64)
277. Earthworm Jim 3-D (N64)
278. Extreme-G 2 (N64)
279. F-1 World Grand Prix (N64)
280. F-Zero X (N64)
281. Flying Dragons (N64)
282. Game & Watch Gallery 2 (Game Boy)
283. Game Boy Camera & Printer
284. Game Boy Color
285. Game Boy Pocket
286. Gex II: Enter the Gecko (N64)
287. Golden Nugget (N64)
288. Harrier: Strike Force (N64)
289. Harvest Moon (N64)
290. Hybrid Heaven (N64)
291. International Superstar Soccer '98 (N64)
292. Kirby's Air Ride (N64)
293. Knife's Edge (N64)
294. LastLegion UX (N64)
295. The Legend of Zelda: The Ocarina of Time (N64)
296. Lego Racers (N64)
297. Lode Runner 64 (N64)
298. Looney Tunes Racing (N64)
299. Madden NFL '99 (N64)
300. Magic: The Gathering (N64)
301. Mario Paint 64 (N64)
302. Milo's Bowl-o-Rama (N64)
303. MLB Strike Zone '98 (N64)
304. MLBPA Bottom of the 9th (N64)
305. NASCAR '99 (N64)
306. NBA FastBreak (N64)
307. NBA Hardwood Heroes (N64)
308. NBA Jam '99 (N64)
309. NBA Live '99 (N64)
310. Need for Speed (N64)
311. NFL Blitz (N64)
312. NFL Quarterback Club '99 (N64)
313. NHL '99 (N64)
314. Nightmare Creatures (N64)
315. Nintendo 64
316. Nintendo 64 Disk Drive
317. Nuclear Strike (N64)
318. Offroad Challenge (N64)
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Volume 108 (May '98): Major League Baseball featuring Ken Griffey Jr., Banjo-Kazooie Preview, Pokémon Special, 1997 Nintendo Power Awards Results, Forsaken 64, Iggy's Reckin' Balls, Quake, Bomberman GB, Harvest Moon (GB), Brain Drain, Flying Dragon Preview, Offroad Challenge, Mickey Mouse Magic Wands!

Volume 107 (April '98): Kobe Bryant in NBA Courtside, Deadly Arts, Virtual Chess, Quake Review Part 2, 1080° Snowboarding, Wetrix, Mystical Ninja Starring Goemon (GB), Legend of the River King, MLB Featuring Ken Griffey Jr., N64 Player's Choice Games, Iggy's Reckin' Balls Preview, Game Boy Camera and Printer, Foolish April News Briefs.

Volume 106 (March '98): 1080° Snowboarding, Rampage, NHL Breakaway '98, Quake, Yoshi's Story Continued, NBA in the Zone '98, Wario Land II, Castlevania Legends, Bust-A-Move 2, Quest Preview, A First Look at Mission: Impossible, Nintendo Power Award Nominations.

Volume 105 (Feb. '98): WCW Vs. NWO: World Tour, Nagano Winter Olympics '98, Olympic Hockey Nagano'98, Yoshi's Story, The Legend of the Mystical Ninja Starring Goemon, Diddy Kong Racing Codes, Fighter's Destiny, AeroGauge, FIFA: The Road to the World Cup '98, James Bond 007, Maui Mallard in Cold Shadow (GB), Cruis'n World.

Volume 104 (Jan. '98): Yoshi's Story, WCW vs. NWO: World Tour, Snowboard Kids, Space World Report, Duke Nukem 64, Diddy Kong Racing, Jeopardy!, Fighter's Destiny, Turok:War of the Bionosaurs, The Fidgetts, The Lost World: Jurassic Park, Wetrix.

Volume 103 (Dec. '97): Diddy Kong Racing, Zelda 64: 100 Photos, Bomberman 64, Chameleon Twist, MK Mythologies, Wayne Gretzky 3-D Hockey '98, Automobili Lamborghini, Donkey Kong Land III: The Lost World, Wheel of Fortune.

Volume 102 (Nov. '97): Madden 64, NFL Quarterback Club '98, Diddy Kong Racing, San Francisco Rush, Duke Nukem 64, Clayfighter 63⅓, Top Gear Rally, Kirby's Dream Land 3, Donkey Kong Land III, Konami Close-Up, Diddy Kong Racing, Dual Heroes.

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Volume 100 (Sept. '97): Previews: Zelda 64, Yoshi's Story, Banjo-Kazooie, MLB Featuring Ken Griffey Jr., Bomberman 64, Conker's Quest, Extreme G, WCW vs. NWO World tour, Silicon Valley, San Francisco Rush, Mortal Kombat Mythologies, Duke Nukem 64, NFL Quarterback Club '98, Body Harvest, Top Gear Rally, Quest 64, GoldenEye: 100 Best Ambushes, 100 Best Codes Ever, 100 Best Games of All Time, First 100 Games for the N64.

Volume 99 (Aug. '97): GoldenEye 007 Mission Briefings, Multi Racing Championship, Star Fox 64 Gold Medals, Tetrisphere, Robotron 64, Brunswick WTOC, Ken Griffey Jr. Presents: MLB (GB), Tetris Plus, Mischief Makers Preview, Blast Corps Comics.

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Volume 95 (April '97): Blast Corps, Doom 64, Turok: Complete Maps, Clay Fighter 63⅓ Preview, Wayne Gretzky's 3-D Hockey, Super Metroid, Super NES Doom, Kirby's Star Stacker, Dark Rift Preview, How to Become a Game Tester, Game and Watch Gallery, Game Boy Pocket, Beat the Boss.

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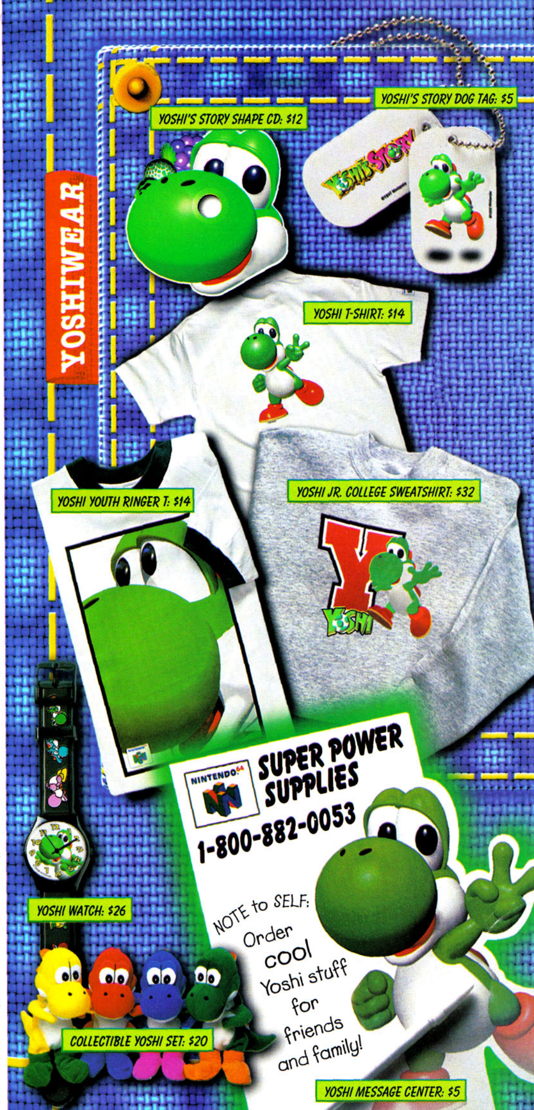
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